



Dwarf Treasure Hunter

By Jake Thornton



55 gold Crowns to hire

+ 30 gold crowns upkeep

Dwarfs are famed for their love of gold, ale and adventure, not necessarily in that order. Since the disaster at Mordheim they have come to the ruins in ever-increasing numbers, some seeking riches, but many just after a good fight. They're well known as tough warriors and are very much sought after as hired muscle by other warbands, but the Treasure Hunters have other benefits too. Dwarf Treasure Hunters are specialists in finding riches that other people have tried to hide and, as such, can add considerably to a warband's purse.

May be Hired: Mercenaries and Witch Hunters may hire a Dwarf Treasure Hunter. Warbands of Dwarf Treasure Hunters are considered rivals to these individual prospectors and so may not hire them. Warbands that include Elves may hire Dwarf Treasure Hunters, but must pay double the normal upkeep after each battle. Dwarfs won't put up with pointy-eared folk unless they have to, or are adequately compensated for their suffering.

Rating: A Dwarf Treasure Hunter increases the warband's rating by +24 points plus one point for each Experience Point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	4	3	4	1	2	1	9

Equipment: Gromril armour, helmet, mining pick, dagger, hammer, treasure maps and lantern rig (see below).

Skills: A Dwarf Treasure Hunter may choose from Combat or Strength skills when he gains a new skill.

SPECIAL RULES

Hard to Kill: Dwarfs are tough, resilient individuals who are only taken out of action on a roll of 6 instead of 5-6 when rolling on the Injury chart. Treat a roll of 1-2 as knocked down, 3-5 as stunned, and 6 as Out Of Action.

Hard Head: Dwarfs ignore the special rules for maces, clubs, etc. They are not easy to knock out.

Hates Orcs & Goblins: See the Psychology section of the rules for details on the effects of hatred.

Mining Pick: This is a two-handed weapon and uses the same rules as a double-handed axe, hammer, etc.

Lantern Rig: The lantern rig allows the Treasure Hunter to use the lantern and still keep both hands free for weapons. Otherwise it follows the normal rules for lanterns.

Treasure Maps: Over his time in the ruins, the Treasure Hunter has acquired a number of treasure maps. Call it greed if you must, professional interest if you're more polite. Some of these are obvious fakes, but there are many that seem promising. At least, on first glance. Each battle the Dwarf Treasure Hunter will choose one map and see where it leads. Roll a D6 at the end of each battle which the Dwarf Treasure Hunter survives without going Out Of Action.

1 Ambush!: The Dwarf Treasure Hunter is ambushed by D3 brigands who planted the fake map to lure the unwary to their doom. Immediately fight a close combat between the brigands and the Treasure Hunter with the brigands going first and counting as charging. The Brigands have the stats of a Human Mercenary Warrior (page 71 of the rulebook) and are armed with a club and dagger.

2 Poor Fake: It quickly becomes obvious that this is a feeble forgery and is utterly worthless. The Treasure Hunter uses it to light his pipe.

3 Looted Hoard: It was a good map, but someone beat you to it! Mind you, there's enough left to add +1 to the number of shards collected by your warband this game.

4 Cellar: When Dwarfs say "treasure", they don't always mean gold. This map leads to a forgotten cellar of a ruined pub and contains a small barrel of Bugman's finest ale – treasure indeed! This works like the one in the rules, but there's only enough to give to D6 warriors. Decide when you want them to drink it and roll to see how many it'll go round. The first warrior to drink from the barrel must be the Dwarf Treasure Hunter himself. The barrel cannot be sold, and if the Treasure Hunter is not retained he'll manage to take this with him when he goes.

5 Real Treasure Map: Roll one extra Exploration dice.

6 Jackpot!: You get one extra Exploration dice. However, do not roll this along with the rest of them. Instead, roll the Exploration dice you'd normally be entitled to first. Then choose the result of the extra dice instead of rolling it (potentially making doubles into triples, etc). Once you've done this, resolve the results of the exploration as normal.

Note that these results are not cumulative. The Treasure Hunter consults a different map each battle, and so the results only apply to that battle (or, more accurately, to the actions between that battle and the next).



CALL TO ARMS

A Gang Wars Report

By Terry Maltman, Ian Davies & Nik Harwood

They arrived from all points of the compass. Some crossed the sea. Some made the arduous journey from the Deep South where strange creatures roam, fetid of odour and communicating only in guttural snarls (hello Somerset!). Other more hardy souls braved the chaos known as Friday night rush hour in Nottingham. But arrive they did.

So it was that Harrauld, Ian, Nik and Terry assembled in the hallowed halls of Warhammer World (ok, ok, Bugman's Bar if you want to be specific). It was the night before Gang Wars, the GW Mordheim Campaign weekend, and there was much plotting to be done. Strategies needed to be drawn up, tactics thrashed out and practice games, er, practised. And maybe we'd grab a quick drink to sharpen us up.



So... several quick drinks later we were all feeling as sharp as a newt. Unfortunately we'd managed no games at all although, on the strategy front, we had successfully managed to talk Balrogs for most of the evening. Ah well, there was always good old-fashioned luck to fall back on the following day.

The campaign started in earnest on Saturday morning with the traditional coffee and doughnuts (so now you know why we are so keen). Ian and Nik, having carelessly found themselves locked inside a local Nottingham pub the previous night, were particularly keen on the coffee aspect. Ian was noticeably less enthusiastic about the prospect of an early-morning doughnut though, presumably more a result of that reassuringly expensive lager than any last-minute health-drive on his part.

A total of eight players assembled for the Mordheim campaign. Joining the four of us, and looking decidedly more fresh-faced, were Michael Simpson, green-haired Al from Bedford, Bryan the Possessed and Terry's son David.

The objective of the Mordheim campaign was to accumulate as much wyrdstone as possible over 9 games

while trying to resist the gold-draining lure of the shiny trinkets and Hired Swords on offer from Busty Gwen, non-nonsense landlady of the Stoa & Pitcher. The warband that had amassed the most wyrdstone by the end of the weekend would be the winner.

Between the eight players it turned out we had seven different warbands:

Terry: Middenheimers

Nik: Kislevites

Ian: Dwarves

David: Orcs & Goblins

Harrauld: Skaven (led by the infamous Oldclaw)

Brian: Possessed

Al: Skaven

Michael: Witch Hunters

Before the games began we were allocated a further 100gc to spend on equipment and Hired Swords. The Hired Sword and equipment cards were provided by Busty Gwen and sold, first-come-first-served, at The Stoa & Pitcher. We were not allowed to recruit new warband members then or later, but we could re-hire to replace losses provided we didn't go above the starting number. After-game injuries, income and trading were done as normal.



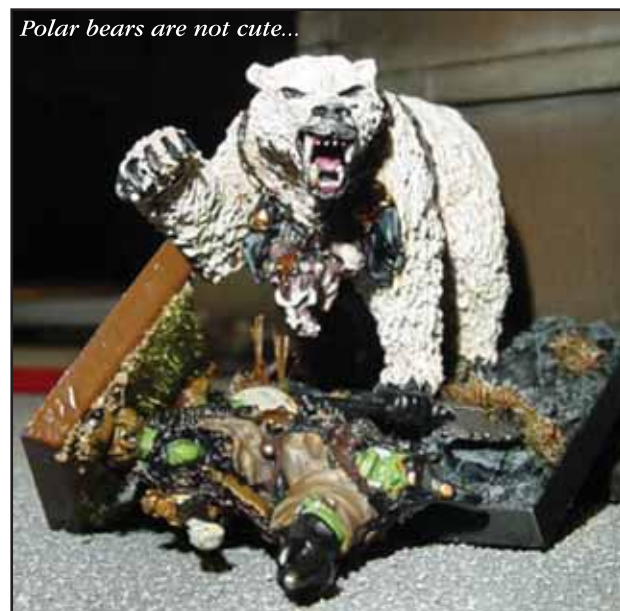
A preliminary game in the Pit Fight arena...

We could choose one of three strategies before each game with the player posting his slip first achieving his chosen strategy. We could (i) "Ambush" a nominated warband and play Defend The Find, (ii) "Pick a Fight" and play Chance Encounter or (iii) "Scavenge" and play either Hidden Treasure or Wyrdstone Hunt as directed by the GW crew.

Over the course of the first day many shards of wyrdstone were found and lives lost. The match of the day was almost certainly the title unification bout between current EuroGT Mordheim champion Harrald Faessen and current UK Mordheim GT champion Nik Harwood. The Dutchman claimed the spoils on this occasion with a cagey display of ratfinkery and outstanding dice-rolling. Of course, there's the old excuse about everyone wanting to ambush Rodion the Bear, which led to him being parked in a central building for six games in a row...Still, there's always next year's EuroGT and Call to Arms to defend the honour of Blighty. Mind you, Nik was following England's long and proud history of inventing games, exporting them abroad and then being thrashed soundly at them by all and sundry....

By the time we reached Bugman's Bar on Saturday night Michael's Witch Hunters, The Seekers, were strongly placed having won their first four straight battles. Unfortunately for them, by Sunday morning, following the iniquities of a night at Bugman's Bar, Sigmar had forsaken them, resulting in them losing every battle of the final day.

Somewhat unfairly Ian and Nik, having later become unluckily locked inside the same local pub for the second night running, were to fare far better on the second day. Clearly Grungni and Ulric have very different standards from Sigmar.



The Fall Guy

One of the great aspects of Mordheim is its never-ending capacity for dramatic comedy moments. This event was no exception. Picture the scene...

Gilbert Fettesmith, the esteemed if somewhat creaky Dwarf Engineer, has positioned himself on the upper storey of a ruined inn that his warband are intent on defending from the clutches of a demented Cult of the Possessed warband. With its enhanced 36" range, Gilbert's crossbow is proving troublesome for the encroaching Cultists.

However, their leader, an evil Magister, has a plan. Without warning he casts Wings of Darkness and is suddenly propelled upwards and into base contact with Gilbert whereupon he proceeds to land a ferocious attack on the startled Engineer. Surely the Magister will finish off the now-prostrate Gilbert during the following turn.

But no. Gilbert, being adjacent to a low wall, fails his Initiative test and tumbles over the edge. He lands in a crumple at the bottom but, being of hardy Dwarfen stock, merely dusts himself down while muttering to himself, "Now what was I doing? Ah yes, I remember" he chuckles as he raises his trusty crossbow to take aim at the ever so slightly miffed Magister, now staring bemusedly down at Gilbert from the second storey of the inn.



Another full day of diving charges, crucial Armour Saves and general belligerent wandering followed. The moment of the day was undoubtedly Rodion, the Kislevites' Bear, attempting a diving charge against a disbelieving Orc Boss. Despite having an Initiative of only 2, the Bear successfully pulled off his charge, soared majestically from the first floor, arms and legs akimbo and roaring for all Kislev, to land emphatically on top of the startled Orc leader and end up with a "look-at-my-impression-of-a-carpet" grin on his furry face.



A welcome face over the course of the event was that of Fanatic's "Mr Mordheim" Jake Thornton. Jake spent much of the weekend chatting to the gamers and answering questions (we're a demanding lot us gamers!). In fact he took the time to specifically schedule in a Q&A session on Sunday afternoon in which he waxed lyrical about the future of both Mordheim and Necromunda. No doubt Jake's plans have been covered in other editions of this magazine, but suffice to say that everyone was very impressed with both his vision and his enthusiasm.

As mentioned earlier, the ultimate winner of the campaign was to be the warband that managed to accumulate the most wyrdstone. Apart from the need to replace those warriors who perished along the way there were also Busty Gwen's wares to resist, temptingly displayed to separate those less disciplined warbands from their hoard.

To those who resisted the lure of these trinkets the glory would fall. And no one is better at hoarding treasure than Dwarfs. By a remarkable display of tight-fistedness, Morgan the Moon's Stag Party managed to accrue an astonishing 51 shards of wyrdstone over the two days.

Impressive displays of meanness were also shown by Harrauld's Skaven and Terry's Middies who finished second and third respectively.

Quick Save

So we're playing Defend The Find. Terry's Middenheimers need to have more of his men standing than mine, at the end of my turn, in order to win the game. At the start of my turn he has four more Middies than Dwarfs on their feet. I have one crossbowman ready to shoot, with Lord Broad, Spike the Slayer and Cloth Thomas, a lowly Beardling, involved in close combat. The mathematically endowed will have calculated that each of these four warriors needs to down an opponent, with themselves remaining standing, to save the game.

OK, deep breath, here goes. Morgan the Thunderer pings off a crossbow bolt, hits his man and sends him sprawling to the ground. One down, three to go.

Spike the Slayer charges. He's got two attacks. They both hit. The Middie's a goner. Two down, two to go.

Lord Broad's charges too. And he's got two pistols! Blam, blam! Three down, one to go.

So it's all down to little Cloth Thomas. Now unfortunately poor old Cloth, being a Dwarf, is not the quickest off the mark. As a result he needs to survive two attacks from his opponent before he even gets a chance to have a go himself. Terry rolls his two attacks, one of which hits. I comment "if this wounds then the game's over". Unperturbed by my attempt at Alex Ferguson-style psychology Terry promptly rolls a 5, winning the game. As I proffer my hand, trying to put a brave face on things, Terry suddenly remembers "Oh! It's a dagger. You've got a 6+ save". And, dear reader, you've guessed it. Cloth Thomas promptly produces a big fat juicy 6 and so deflects the attack.

Now all he has to do is wound his opponent. Having been given this most unlikely of second chances Cloth Thomas doesn't blow it, despatching his foe with aplomb the cheers of his comrades ringing in his ears. And the game continues. Legendary stuff.



More bear action...

Nordheim Nightlife

It has to be said that you can't keep a good gamer down. What do you do given a spare few minutes? You get the miniatures out and improvise a game.

First we enjoyed a team pit fight in the arena. Later the same arena was used for the traditional Old World game of "Flying Monkey Poo" – you know, the one where fantasy warriors dash around a fighting arena trying to avoid the, abem, waste products of a demented flying monkey – always granny's favourite.

Then, as Bugman's Bar has a chess table, we decided to use that whilst the others were finishing a Mordheim version of British Bulldog.

Between us, Michael had Al's Rat Ogre and Nik had Rodion, his now infamous bear (if there had been an award for the character of the tournament the bear would have won paws down). Terry whistled up an Ogre Hired Sword from the bottom of his model case. Although the Ogre doesn't normally suffer from stupidity we assumed that he had taken a few too many blows to the head (suggestion – "...we assumed he had partaken of too many glasses of Bugman's XXXXXX"). So the plan – what plan? In the best tradition of improvisation we made it up as we went along. Each turn the models had to pass a Stupidity test to act or react. If they failed they either stood drooling or shuffled off.

Of course that meant the Ogre with his great weapon tested to attack then waited whilst his opponent tested to strike first. Confused? The Ogre certainly was. Having stunned the Rat Ogre he was in a position to take it out of action. No he didn't – he chose that moment to forget the plot and wander off humming a little tune. Not once, of course. Not even twice. He performed that trick no less than three times. No wonder we called it the stupid pit fight. In the end no one could even remember who had won. We were all so busy laughing at the antics of our gladiators that the result didn't matter.



An honourable mention should also go to Skaven player, Al. Despite never having before fielded a ratboy warband this didn't stop him from collecting a prestigious award. Unfortunately, as the poor fellow had finished the wrong end of the rankings, the award was a not-so-subtle hint in the form of a Necromunda rulebook, received in the same good spirit that he had played all his games.

All-in-all we had a great weekend, with a great deal of camaraderie in evidence between the players. As Jake commented, no one plays to lose – that would have been silly – but there were still plenty of smiles when things didn't quite go according to plan.

We'll certainly be keeping our eyes open for future events. So if you fancy meeting up for some limb-removal related activities interspersed with a healthy dose of talking Balrogs, munching doughnuts and ducking from flying monkey poo then we'll see you there.

And finally, having collected enough shards over the weekend for the Dwarfs to triumph, only one problem remained... what to do with all that wyrdstone when they got back home? Well the Slayers are already looking forward to a two-week break in the Chaos Wastes, Lord Broad is looking forward to his Gucci-designed gromril armour and there'll soon be a luxury swimming-pool for the Beardlings to enjoy. On second thoughts, better make that a paddling pool.

Al uses Wyrdstone based shampoo



We're not sure what's going on with Jake and Ian here ...

Closing Time At The Stoat & Pitcher

For the final games of the weekend we thought that we should go out with a blast. So with a quick bit of improvisation it transpired that the final round would consist of multi-player games, with two pairs of allies per table. With the approval of Event Organiser Nick Appleby, alliances were quickly drawn up. It was decided that my grumpy, bigoted Dwarfs would be the perfect partners for Michael Simpson's grumpy, bigoted Witch Hunters. Together we would vanquish the twin foulness of David Maltman's Greenskins and Bryan's Cult of the Possessed. Well, perhaps.

From the top storey of a central inn, the crossbows of Engineer Gilbert Fettesmith and his son Morgan had the north-west section of the board covered. Now by a happy coincidence the north-west section of the board just happened to contain the Cultists. Unfortunately the Cultists had a brilliant plan to counter the Dwarf's ballistic prowess – they mooched around in the shadows.

Seeing this impressive level of self-preservation, the Dwarfs and the Witch Hunters promptly devised "Plan B". This entailed quickly ganging up on David's Orcs, lurking in the south-east corner, before the skulking Possessed could come to his aid. Brilliant! Nothing could go wrong. It would take an inspired and heroic effort for Orcs to hold-out against our two full-strength bands.

So one inspired and heroic effort later, our twin-pronged attack had become completely buckled. At one stage, two skilled-up Troll Slayers charged simultaneously into a nearby Troll (well it would have been rude not to) only for both of them to end up prostrate at its feet before the round was out. Oh the shame!

It wasn't long before both Dwarf and Witch Hunter warbands were completely mashed by the Greenskins with the Cult of the Possessed arriving just in time to apply the coup de grace and, naturally, claim all the glory.

Still, as they say, it's not all about winning. No sir, it's about grabbing most of the treasure.



Settling the Grudge



Jake: Having watched the fun and carnage at Gang Wars I thought that it would be a good idea to carry on some of that story in a battle report. In a moment of rare cunning, I decided to also use this opportunity to introduce a couple of members of the Mordheim Rules Committee to all you folks out in the Big Wide World. So here they are: Terry Maltman and Ian Davies, veteran Mordheimers, wits, raconteurs and all-round gentlemen about town.

The following report is mostly in Terry and Ian's own words, though I've butted in every now and again for clarity's sake. At least, that's my excuse, and I'm sticking to it...

Terry: When Jake invited me to take part in a Mordheim battle report for Fanatic Magazine I was delighted to find that my opponent was my old friend and fellow member of the Mordheim Rules Committee, Ian Davies. Now Ian and I have been chatting about Mordheim for several years through the Mordheim Yahoo e-mail list, but as I live in the Midlands and he in the West Country we rarely get to play each other, so this was a great opportunity to get together for a bash. As we are *ahem* mature gamers, Jake left us to develop the continuing story between our warbands and decide upon a scenario based on that.

Our last encounter over the gaming table had been at the Gang Wars campaign weekend. My Middenheimer warband had defeated Ian's Dwarfs who were 'Defending the Find'. Now if I know Dwarfs they wouldn't let something like that go ignored, so to give them an opportunity to settle the grudge we agreed to play 'Surprise Attack'. I would be the defender and Ian would ambush me...

The innkeeper threw another log on the fire. The log looked suspiciously like a wooden leg, but nobody cared to remark on it. Most of the customers in the Stoot & Pitcher were used to minding their own business. Young Kurt squirmed on his stool; he would have to do something about the fleas in his wolf cloak. He could never figure why the others didn't have the same problem. Trying to distract himself from being slowly eaten alive he turned to Heinrich, the leader of their band, and leaned towards him. "That Dwarf keeps staring at us", he said in a controlled whisper as he could manage in the noisy taproom.

Heinrich would have looked quite distinguished if someone had trimmed his beard and given him a good scrub. Even so he had a quiet commanding air. "If you had been paying more attention lad, you'd have noticed that he has been following us for the last two days." The leader gave Kurt an indulgent smile like an uncle to a favourite nephew. He wasn't, of course. Nobody actually knew who Kurt's father was.

"But why?" blurted the youngster.

Dieter, Heinrich's second in command answered for him, "Don't you remember back in spring we found a house being defended by Dwarfs? We drove them out, but it took some doing. There were good pickings to be had there. We made plenty of gold." Dieter looked after the warband's purse.

Kurt looked surprised, "That was months ago. So what is their problem?"

Heinrich intervened, "You have much to learn about Dwarfs lad. They never forget a slight or an insult." He shook his head slowly. "That is one of Broad's warband. A lord he calls himself – I don't know the truth of it. We had best watch our backs from now on." The big Middenheimer drained his tankard and slowly stood up turning to his companions. "Drink up lads. I think you will need a clear head tomorrow". When he turned back the Dwarf had gone.



	NAME	TYPE	EQUIPMENT	SKILLS, INJURIES
LD	Lord Broad	Noble	Pair of Dwarfs axes, brace of pistols, helmet, Lucky Charm	Leader 6", Resilient, Master of Blades
GF	Gilbert Fettesmith	Engineer	Sword, hammer, crossbow, Lucky Charm, rope and hook	Quickshot
R	Razor	Trollslayer	Mace, hammer	Masterslayer, immune to psychology
S	Spike	Trollslayer	Two axes	Step Aside, Thick Skull, immune to psychology
M M	Morgan the Moon	Thunderer	Club, crossbow, rope and hook	Quickshot, Nimble
T	Tecwin	Beardling	Spear, dagger	
M	Maldwyn	Beardling	Spear, dagger	
C	Cloth Thomas	Beardling	Spear, dagger	
G	Gwilym	Beardling	Spear, dagger	
J B	Jack Buckbarrow	Halfling Thief	Sword, dagger, throwing dagger, rope and hook	Infiltrate, Pick locks, Cutpurse

“Good to see you again my old friend. It’s been too long, Pipe?” said Gilbert Fettesmith, the esteemed engineer, as he welcomed his guest into his study.

“Don’t mind if I do”, replied the guest, Lord Broad of Karak Thron. “Now then Gilbert? Tell me more about this expedition?”

Gilbert slid a brimming bowl of pipe-weed along his desk. “Well, first of all, thank you for agreeing to come along on this harebrained venture. I’m afraid that young Morgan is as stubborn as I am. He won’t take advice from his father on this. He’s going on this trip with or without me.”

“What especially troubles me is that the whole scheme has been conjured up by Morgan’s best friend Spike Gnuttreson the Slayer, no doubt assisted by his equally unstable brother Razor.”

“Other than that the party will consist only of Morgan’s friends, the Beardlings Guilym, Maldwyn, Tecwin and young Cloth Thomas. Barely shaving, the lot of them” he growled.

“Pah! Not one of them has so much as a hammer or an axe about them.

Instead they’ll each be bringing a spear.” He spat this last word.



	NAME	TYPE	EQUIPMENT	SKILLS, INJURIES
HTW	Heinrich The Wolf	Captain	Hammer, light armour, buckler	Leader 6", Wyrystone Hunter, Horrible Scars, Hardened, Bitter Enmity
CA	Crazy Albrecht	Champion	Sword, axe, light armour	Mighty Blow, Resilient, Lightning Reflexes, Step Aside
D	Dieter	Champion	Two-handed weapon, axe, buckler	Strongman, Resilient
K	Kurt	Young	Bow, hammer	Broken leg, Step Aside
M	Maria	Young	Two hammers	Mighty Blow
W	Wolfgang	Warrior	Two-handed weapon, sword	
H	3 Hammerers	Warriors	Hammers	
DF	3 Drakwald Hunters	Marksmen	Long bow, mace	
T	2 Thugs	Warriors	Hammers	
N	Natasha	Kislev Ranger	Sword, bow, Hunter's cloak	Heart Strike, Seeker, Loner



"Apparently it's all the rage with the under-80s these days."

"So you see, old friend, these young fellows could use our experience to guide them through what could prove to be a challenging trip. Again, thank you for agreeing to accompany us. I'm sure a couple of old warhorses such as ourselves can show these youngsters a thing or two."

"Not at all" smiled Lord Broad. "It's been too long since I was last involved in this kind of escapade. I'm looking forward to seeing if I can remember a few of my old tricks."

"But you haven't yet told me Gilbert, where is our destination?"

Gilbert Fettesmith hesitated. "A city by the name of Mordheim. You may have heard of it. Morgan hasn't stopped talking about it since the plans were drawn up. He tells me that the streets of the city are completely wild. Apparently most visitors are slaughtered within hours of arriving at the gates."

Lord Broad raised a quizzical eyebrow. "Mordheim?" he chuckled, "I suppose that's what you get when you ask a Troll Slayer to organise your stag weekend."

Scenario rule amendments

This battle took place midway through the 2004 Mordheim Rules Review. One item that was on the agenda for the review was looking at balance of the Defend The Find scenario (which is notoriously hard for the defenders), but given the combined history of the two warbands, this seemed like the most appropriate scenario to play. Rather than shying away from it, we decided to take this as a good opportunity to try out some of the proposed scenario modifications.

For several years Ian's group had made the simple change of allowing the defender the first turn. This allows the defenders the opportunity to regroup, hide or maybe just to say their prayers before the action begins. In addition to this, Terry and Ian also allowed the defenders to roll for reinforcements on the first (rather than the second) turn. On the other hand, to prevent the balance from swinging too far in favour of the defenders, Terry sportingly suggested that the newly arriving defenders shouldn't be allowed to charge in the first turn.

The above changes are what were played on the day. The final version of any changes will be presented with the full report of the Rules Committee in a later issue of this magazine, and on the website.

The Middenheimers' Plan

Terry: 'Surprise Attack' is generally considered a very difficult scenario for the defenders to win. They start with an average of half their warband off the table, and those who are on it are scattered over a wide area. In contrast, the attackers will all come on together and can pick off the defenders one at a time. As we were using experienced warbands we thought that there were a number of factors that would help even the game up. My Middenheimers outnumbered the Dwarfs 3 to 2 and with their superior movement should be able to regroup quickly once I knew where the Dwarfs would arrive. We also agreed that contrary to the scenario the defenders would take the first turn but any reinforcements who arrived that turn would not be able to charge. One final addition, we were both allowed to use one of the new Hired Swords from the Fanatic Studio collection. I chose the Kislevite Ranger (see Fanatic issue 6) as she seemed to go with the wild and hairy men of the north better. She is a good all-rounder and a bit of a monster killer.

So how do you formulate a battle plan when you don't know how many men you will have on the table and you don't know where the enemy will come from? What's more, your men have to be scattered at least 8" from each other. I need then to be ready to be attacked from any side, and will therefore place whatever bow-armed men are available to cover as much of the table as possible. The scenery has been set up fairly densely with a lot of

walkways and multi-level buildings – just how I like it. The other warriors will fill in the gaps between the shooters and consolidate once I know where the enemy is. Hopefully I will get a good proportion of my men on the table from the start.

Dwarf Cunning

Ian: My plan against most warbands would be to avoid hand-to-hand combat for as long as possible in order to maximise the Dwarfs' innate advantages in a firefight. However, I am very aware that the Surprise Attack scenario places the defender at a big disadvantage initially. Not only does he begin with, on average, half his warband elsewhere but he also has to contend with the serious headache of his men being scattered over the battlefield. All of this means that as the battle develops more and more Middenheimers will appear on the streets. As well as this I expect Terry, a seasoned old warhorse, to do all he can to gather his existing troops together. The chances are he'll try to avoid combat until he has a decent number of warriors on the table.

If I'm to make the most of my initial numerical advantage I therefore want to initiate combat as quickly as possible, concentrating if possible on four isolated models – just enough to force a Rout test.

Deployment

Terry: As the defender I get to deploy first. I have to roll for each Hero and Henchmen group and on a 4+ they will turn up. I'll roll again for the remainder at the beginning of each subsequent turn. The warriors that I can place on the table are Crazy Albrecht, Wolfgang, young Kurt, Natasha the Kislevite and the two 'Thugs' (you have to hire whoever you can in Mordheim – however unsavoury). The others must still be chatting up Busty Gwen in the Stoa & Pitcher Inn (see the Gang Wars report).

That doesn't exactly give me many bowmen to form a guard around the others who are busy looting. Hopefully the Drakwald Hunters will turn up soon. I place Natasha on the top of the central tower where she can target the widest area of the table. She has the shooting ability Heart Strike which can kill large creatures, but as the Dwarfs don't have any that is not much use. However, her Hunters' Cloak will allow her to hide and shoot without being automatically spotted (as usual I promptly forgot about this for the rest of the game). The other two Heroes and two warriors are distributed evenly over the table around the central tower. Did I just hear a pistol being cocked?

Ian: My plan is to get into combat and take out as many as possible of Terry's men before his reinforcements arrive. The problem is that, with my limited movement of 3",



Terry's troops would likely be able to keep far enough away if they chose. In this case, my best hope would be to try to corner his men. This could take some time, perhaps six or seven turns to run to full length of the board. However, if I could start along the centre of my board edge then I might be able to pin some unwary Middenheim warriors against my left or right edges within, maybe, three turns. If this is to work my Dwarfs will need to fan out into a wide "net". With this in mind I placed my hand-to-hand combat troops centrally along my table edge and the maximum 8" in. The Heroes are concentrated slightly to the left, Henchmen slightly to the right.

I've noticed that the Ranger, Natasha, is positioned at the top level of a central building. While I don't fancy my Dwarfs' chances of scaling that building in a hurry, I do fancy my chances of out-shooting her in a firefight. I place both crossbowmen, Gilbert the Engineer and his son

Morgan The Moon, on an elevated walkway which will allow them to freely target the Kislevite Ranger. I'll keep them close to the main group though as their numbers may be needed at a later stage.

While I'm considering the possibility of using Jack Buckbarrow's Infiltrate skill to get in an early attack, I decide against it. With a mere T2 it's important not to let him become isolated and thereby allow the Middies to claim a cheap scalp. Instead, I place him within a reasonable proximity of the hand-to-hand fighters. He can try some sneaky knife-throwing and if the enemy begin to get a bit too close for comfort he can dash back to the fold for protection.

It will be interesting to see where the Middenheimers' first wave of reinforcements arrive.



Turn 1

Terry: As we have tinkered with the scenario I have the first turn. This, in my opinion, is one of the strengths of Mordheim. If you don't like something then just agree with your opponent to change it. The Dwarfs have arrived close to the two Thugs, but well away from Albrecht and Kurt. They are going to have a long run to get into combat. First though I need to see who is going to enter the fray this turn. Rolling a dice for each gives me the remaining three Heroes – Heinrich the captain, Dieter and Maria the other Youngblood. Much to my relief the three Drakwald Hunters join them. At least now I have a decent amount of both combat and shooting power. The final dice roll brings the reinforcements on right behind Ian's Dwarfs. The ambushers become the ambushed.

As I can't charge this turn (as per the modified scenario) after positioning the new arrivals, I just back the Thugs off. Next I try my luck at shooting. My Huntsmen already have a Ballistic Skill advantage so they are pretty good at hitting their target, but I know that Dwarfs are notoriously tough. Natasha the Ranger tries to prove that her eye is as keen as the men from Middenheim, but just misses Morgan the Moon by a whisker. The first two Hunters prove that they are no better by missing Razor the Slayer and Gwilym the Beardling. The honour of the Drakwald hunters lies with the last shot. A cheer goes up when he hits the Beardling Tecwin and kills him. First blood to the Middenheimers! Then Ian reminds me that Dwarfs are 'Hard to Kill' and a roll of 5 is only stunned. Bah! Still, it is a start.

Ian: Ah, I see. So we have six Middenheimers suddenly appear right in amongst my warband. If I don't react quickly, the Middies could quickly charge me before I've decided what I'm doing. I could easily find myself three Dwarfs down in no time and thus on the dreaded Rout test.

I need to regroup my Dwarfs and gain the charge wherever I can. My hastily modified plan is now to target the six models who have suddenly appeared behind me. This strategy will have the added bonus of shifting the combat marginally away from Terry's already deployed men, which should help keep them out of combat for that little bit longer.

With this in mind Lord Broad and his Troll Slayer retinue, although they can't yet charge, will move as close to the newcomers as possible.

Jack Buckbarrow doesn't seem to be under any immediate threat so he can chance a thrown knife from his lofty position.

Another important consideration is that Tecwin is already stunned from bow-fire and so is very vulnerable. I must get him as far away from the enemy as possible. He will also need his Henchmen friends to come to his rescue. There are two Middenheim Henchmen in the immediate vicinity that need tying up. One of these can be charged by Cloth Thomas. The other is not reachable, but I can still try to tempt him away from Tecwin by placing Maldwyn and Gwilym within his charge range – their spears should help them survive any resulting charge.

Middenheimers turn 1





Dwarfs turn 1

The biggest decision of all is what to do with the crossbow-toting Dwarfs up on the walkway. The sensible option may simply be to make use of their Quickshot skill by having them stay put and fire. Then again I could seize the initiative and have them attempt unlikely diving charges onto the pair of Middenheim Heroes right below. There would be several advantages to this. It would get more bodies into the thick of combat, which is always a good plan. If successful, it would allow me to gain the charge – a rare treat for a Dwarf. Then there's the cat-amongst-the-pigeons effect. I doubt very much that Terry would be expecting this and so may be thrown off his stride.

While each of these is a worthy consideration, the one thing that's really swaying my decision is the preposterousness of two Dwarfs flinging themselves off a walkway. That settles it. Banzai!

Jake: To nobody's great surprise the Dwarf tumblers aren't entirely unscathed by their acrobatics and Morgan ends up on the floor. Gilbert, on the other hand, steams into combat against young Maria. His attacks are ineffective, but her return blows are only saved by his lucky charm. Meanwhile, Cloth Thomas charges up to Dieter and slips a dagger between the Middenheimer's ribs. He goes down too.

Turn 2

Terry: The loss of Dieter to a sneaky dagger attack was a blow. His Strongman skill combined with a double-handed hammer and a basic Strength of 4 means that given the chance he can crush skulls without trying. Sadly he never got the chance. I am rather more proud of Maria. Although only a Youngblood she has learned a lot whilst in Mordheim (14 Experience Points) and managed to fend off the Dwarf Engineer. She would have wounded him if

not for his lucky charm. Meanwhile, Heinrich is creased with laughter at the groaning Dwarf lying at his feet. I will have to do something about the Jack Buckbarrow, the annoying Halfling. He is in a position to keep throwing daggers and sooner or later he may actually hit me.

My remaining warriors (The Hammerers) finally turn up. Now I have my entire warband to play with. The bad news, however, is that they have come on from the far table edge. They will need at least another four turns to get to where the action is. I suspect too much ale in the Stoot & Pitcher. Seeing Maria being assaulted by the Dwarf Engineer, Heinrich charges in to help her. He tries to take care of her like the father she never knew. So he says anyway. The Thugs don't seem keen to get involved in the fighting just yet. They are waiting for some of the others to join them before getting stuck in. If I am to make any impact on Ian's Dwarfs I had better be lucky with the shooting this time. Natasha the Ranger moves across the top of the tower for a better view, (very thoughtful, and much appreciated by the onlookers below). In response



Middenheimers turn 2





Middenheimers turn 2

to his rude gestures she shoots at Tecwin and hits him, but the arrow just bounces off his tough skin. The Hunters also try their luck and hit without wounding. I start to strongly suspect that I have been sold a batch of rubber arrows. There is just one combat to resolve this turn. Heinrich charged Gilbert Fettesmith, the Dwarf Engineer and then Maria will get to strike with her faster reactions. My top man hits Gilbert, who makes a vain attempt to parry the blow with his Dwarf axe. Heinrich is frustrated though as even with Strength 4 his hammer fails to injure the Dwarf. Can a mere Youngblood do any better? She hits with one of her hammers and with her Mighty Blow skill sends the Toughness 6 Engineer Out of Action. She may look sweet and innocent, but this is the wrong lady to mess with.

Ian: Note to self: Dwarfs aren't renowned for their diving charges. Must get more practice in future games.

There are a few missiles flying my direction but for now I'll ignore them, placing my trust in my tough hide and the Hard To Kill rule.

I'm slightly nervous that Jack could become an easy target. He is at least protected by his elevated position. If anyone comes for him he can dash away, but I mustn't leave that too late. Until then though he can chance another thrown knife.

I'm somewhat disconcerted by Gilbert the Engineer going Out Of Action so early. The good news is that Lord Broad, Spike and Razor are now in a position to back up the outnumbered Morgan The Moon. This is essential. I've also managed to take the Henchman, Dieter, Out Of Action putting the casualty score at 1-1. I'd ideally like to target another three Middenheimers this turn if I'm to make Terry face Rout tests. Let's see...

Tecwin has just got back on his feet and so can't charge. He'll move a little towards his buddies for comfort while bracing himself to receive the inevitable charge. Lord Broad and Razor will charge Captain Heinrich. This will result in a leader versus leader confrontation, which always adds spice to a battle. Spike can back up Morgan The Moon against the deceptively strong Maria. Further afield, Maldwyn, Gwilym and Cloth Thomas can gang-up on the nearby Hunter.

Some good charges in this turn and Terry could be looking at an early Rout test.

Jake: The game goes into its 'brawl' phase in earnest and the results are well in the Dwarfs' favour. The lone hunter, Maria and the Captain all end up sprawled on the floor in various states of disarray as the Dwarfs gang up on their foes. It looks like Ian's (hastily revised) plan is working.

Turn 3

Terry: Ouch – three of my models Out of Action and my Captain stunned in the same turn. If Ian can get one more then I will need to take Rout tests. Heinrich is on the floor and surrounded by enemy models. He will recover to Knocked Down this turn which will help, but it looks bleak for him. My only chance to save him is Wolfgang. If he can join the fight then Ian will be forced to fight him instead. Unfortunately, Wolfgang proves to be out of range so his charge fails. I thought that it was going to be close, but I had to risk it. Albrecht at last is close enough and charges Tecwin, risking the Dwarf's spear which will strike him first. Kurt is also getting closer, but he is not yet near enough to join in. Over on the far side of the table the Hammerers are still slogging along.

Shooting once again demonstrates the rubber arrow syndrome, but this time a shot does succeed in wounding Spike the Slayer. That'll teach him to run around half

Middenheimers turn 3



naked in Mordheim. Better still (for me) the Injury roll is a 6 so the Slayer achieves his doom and goes Out of Action. Ian has lost two now, so one more and he will need to take Rout tests. Close combat starts poorly with Crazy Albrecht getting stunned after running onto Tecwin's spear. It was always a calculated risk. Next the inevitable happens and Lord Broad takes my Captain Out of Action whilst he is down. I thought that these Dwarfs were meant to be honourable?

Ian: Following an excellent set of charges in the previous turn I now have Terry on Rout tests. Unfortunately my cunning plan to laugh off his missiles has resulted in Spike going Out Of Action. One more casualty and I too will be facing Rout tests. I'm feeling nervous.

Tecwin, with the Thugs bearing down on him, is looking particularly vulnerable. I'm sure Terry will have noticed this too and will be



Dwarfs turn 3

concentrating all his charges on the little fellow. Even if Tecwin ignores the prostrate Albrecht at his feet and leaves combat he'll still be within the Thugs' charge range. He may as well put Albrecht out of his misery and set his spear to receive the charge.



Morgan The Moon can try to reduce the threat to Tecwin by pinging off a couple of crossbow bolts at one of the Thugs. Lord Broad, if he shifts his position slightly, can fire a pistol at another Thug although he'll have to incur a penalty for having moved. If my shooting is true Tecwin may yet avoid being charged.

Wolfgang the Middenheim Warrior, having failed a charge the previous turn, is now within spitting distance of my Hero group. In situations like this the best form of defence is attack. It's charge or be charged, and so Razor will duly oblige.

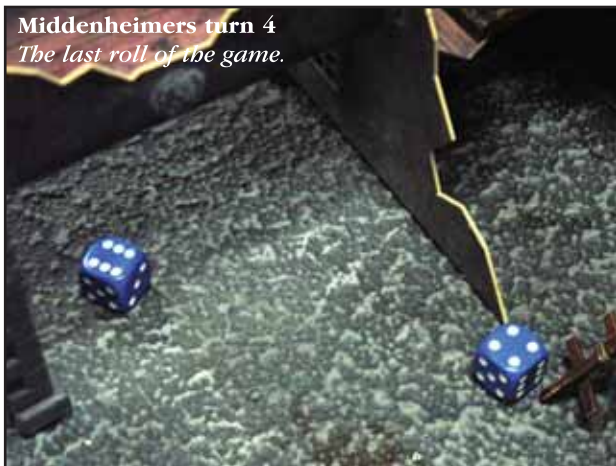
Dwarfs turn 3

The remaining Beardlings are all out of charge range. Instead they can be moved forward, to a position out of sight of the sniping hunter, and form a spear wall just short of Tecwin's position. This will set them up nicely for the countercharge in the following turn.

Jake: Lord Broad and Morgan stand back-to-back to face off against all-comers and it looks good, but the Middenheimers are nowhere near. Most of the rest of the Dwarfs either move to help Tecwin or shoot in his support. Everyone misses, but in the Close Combat phase Albrecht is taken Out of Action and the Slayer stuns Wolfgang.

Turn 4

Terry: Now it looks grim. I need to take a Rout test and my leader is gone. I can, however, test on the next highest model's Leadership. This is Wolfgang, the promoted Henchman, with a Leadership value of 9. He is actually better to test on than Heinrich and this could be a cause of friction in the warband later. If I can hang on the Thugs will charge Tecwin again and even if one is injured, then with any luck, the other one can take him out – then Ian will need Rout tests as well. Amidst hushed expectation I roll my first Rout test of the game – double 5. My warband cuts its losses, turns tail and runs amid jeers and catcalls from the triumphant Dwarfs.

Middenheimers turn 4
The last roll of the game.
**Post-Battle Events**

Terry: One of the important features of Mordheim is the after game events. By carrying over injuries and Experience from game to game the warband develops a character of its own. I have four Heroes and a Henchman Out Of Action. All apart from Heinrich, my Captain, make a full recovery no worse for their injuries. Heinrich rolls 14 for his serious injury which the table tells me is dead – the permanent variety.

The protocol in these circumstances is that the Hero with the highest Leadership can take over as the new warband leader. Wolfgang is ahead of everyone else with a Leadership of 9 so he gets the job. Maybe he deliberately failed that charge?

With two surviving Heroes I can roll 2D6 for exploration getting a total of six nets me two shards of wyrdstone. A poor return for the loss of my leader, but then I have plenty of the green glowing stuff left after Gang Wars.

Ian: The party promptly searched for loot and managed to find a total of four shards of the green stuff.

Jack Buckbarrow rolled the Ignorance Is Bliss result, meaning that he forgot to charge for his services. Or perhaps, given his totally inept performance with the throwing knives, he was too embarrassed to ask.

Now for the Serious Injury rolls...

First the good news. Gilbert Fettesmith, following his slightly embarrassing meeting with young Maria's hammers, simply dusted himself down while muttering to himself something about rabbit-holes.

Spike the Slayer didn't get off so lightly. He came round long after dark to find that his brand new two-handed axe had been borrowed by an opportunistic passer-by. He also discovered a cracked rib which would reduce his Toughness to a humiliating (for a Dwarf) 3. Worse still, he found himself with a limp caused by the arrow-head embedded in his left thigh. His Movement is now a mere 2"! It took him an awful long time to make his way back to camp. His big concern now is whether he'll ever be able to fulfil his Slayer oath. Any battle is likely to be over before he can get there.

Should I retire him? Not a chance!

Musings

Terry: The sudden departure of my warband to an unlucky Rout test belies how exciting the game was. Although I had lost more than twice as many models as Ian it still could have gone either way (honest!). With hindsight I would have done one or two things differently. We had changed the scenario rules to even it up a bit, but if we played again we would not allow reinforcements to come on until Turn 2. If we did that it wouldn't be necessary to ban charging on their first turn. Tactically I should have held back until more of my men could group together. If I have a consistent fault it is lack of caution. The growing pile of dead (or my "reserves" as Jake keeps calling them) at the side of the table each game is a testament to my recklessness.

Ian's exquisitely painted Dwarfs were a joy to play against. Each one has a distinctive character that adds to the atmosphere of the game. I encourage everyone to name at least their Heroes. That way they seem a lot more personal and individual rather than just a nicely painted model. There were numerous great moments during the game. Morgan and Gilbert's diving charges were almost doomed to failure. Dwarfs are not meant to fly. Only Gilbert's ludicrously high (for a Dwarf) Initiative saved him from landing in a heap on the floor. The fun part was that Ian was prepared to give it a try. In return Maria, my Youngblood, took out the Toughness 6 Engineer; he's harder to wound than a Rat Ogre! Natasha the Kislevite Ranger proved less useful – I think that I should have deployed her at ground level and got her into combat. She is a good shot with her composite bow, but the curse of the rubber arrows (or was it the hard-nosed Dwarfs?) ensured that she didn't score any kills.

It may be a bit of a cliché to say that it doesn't matter if you lose, but in a good game of Mordheim it really doesn't. Ian and I had taken the trouble to weave a story based on previous events and I had volunteered for a difficult scenario to suit that story. As we were playing out the story the outcome didn't matter so much. That is not to say that we weren't playing to win, but losing is no big disaster. Well played to Ian. I'll get you next time.

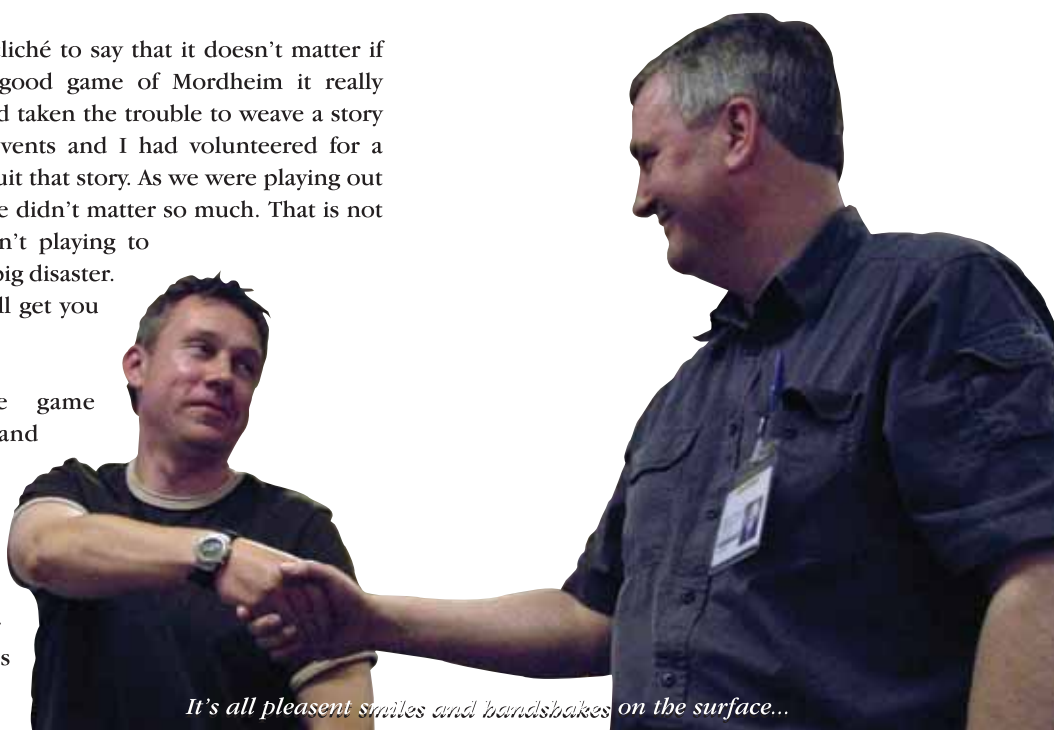
Ian: Another fine game against a worthy and noble adversary. Although the final Out Of Action count was 5-2 in my favour, the battle was a lot closer than those figures suggest.

By the end I was feeling particularly nervous. If the Middenheimers' bottle had held for another turn they could easily have taken out young Tecwin during their next turn and subsequently have me face Rout tests as well. My fate would then have been in the lap of the gods.

I had expected Terry to have his men flee initially, before mustering and launching a consolidated attack against me at a time of his choosing. With hindsight it seems that Terry's "luck" in having six reinforcements arrive in Turn 1 – and right on top of me – actually worked in my favour. It meant that I was able to quickly gather most of my warband against these newcomers before the rest of his band could arrive. With those numbers, the odds were in my favour.

I suppose Terry could have had these reinforcements attempt to run around my Dwarfs en route to his chosen muster point, but it would have taken an awful lot of swallowed pride to have his fierce Middenheim Captain blatantly flee from my little guys, especially in full view of his men. In the end perhaps it was pride that swung the battle for me. I suspect that same pride will lead to a bloody rematch in the not-too-distant future. Bring it on!

Jake: And there we have it – the Dwarfs get their revenge. I suspect that we haven't heard the last of this little disagreement though. Certainly, there are new scores to be settled now. Until next time...



It's all pleasant smiles and handshakes on the surface...

BLOOD BOWL



ELF PLAYBOOK

by "Harry" Harrington

Jarren sat up slowly, his vision blurry, the metallic taste of blood filling his mouth. Gradually his vision began to clear, revealing the silhouette of Kaleb Windtalker, the team Apothecary, hovering over him. "What happened?" said Jarren, his musical voice spoilt by the fat lip and missing teeth.

Kaleb's hands wove intricate patterns over Jarren's head and he whispered arcane words beneath his breath. Surprisingly quickly the bleeding stopped and Jarren's memory seeped back. "He cheated!" shouted the injured Elf, realisation flooding back. "That low-down sneaky Beardling deliberately cheated!" Indignant rage brought a rosy flush to Jarren's otherwise pale face. Arching his back he flipped athletically to his feet and strode back to the reserves' bench. "Well two can play at that game!"



As a long time fan of the Blood Bowl game I had eagerly awaited the arrival of the new Elf team and the models did not disappoint in the least. However, with the armour of Wood Elves and the speed of the High Elves I was a little disappointed with the stat lines – that was, until I started to play. With cheaper players than my traditional Wood Elves I found my starting team had something I had never expected in an Elf Team: reserves! That, coupled with quite a good Fan Factor and two re-rolls, meant I had something else that my previous Elf teams lacked: durability. Previously in tournaments and leagues the first few games were less about winning and more about surviving. The death of a single Lineman could spell disaster to a starting team and send you into the spiral of doom as each match started short-handed meant more casualties. Frequently it was preferable to simply disband the old squad and start from scratch. Now the Elves had a force to be reckoned with that could start swinging straight from the whistle and take their destined place at the top of the leader board.

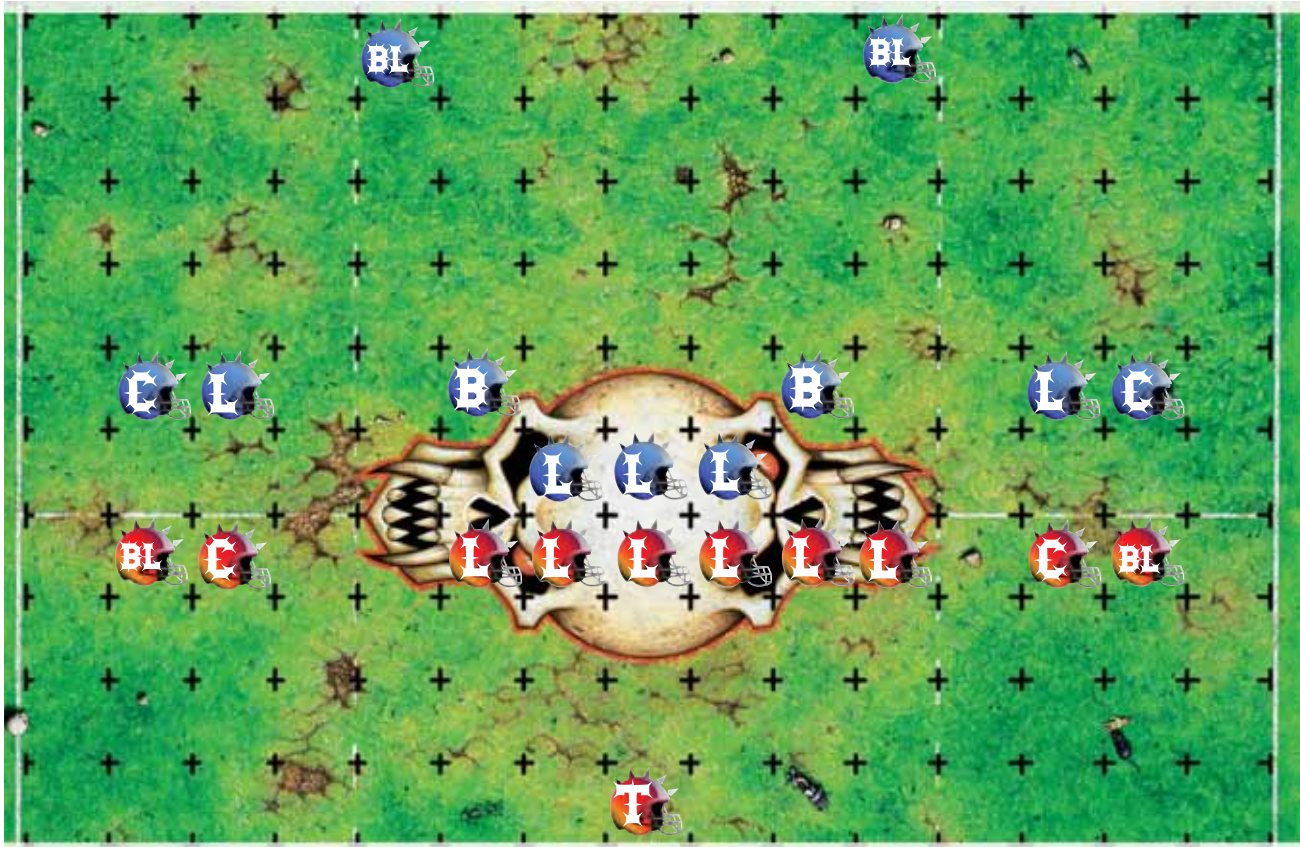


However, success is never guaranteed, so I've put together the following few tricks and tips to hopefully help any budding Elf coaches out there. The playbook maximises all the best points of the Elf team and also includes a few little dirty tricks to even the playing field against some of more robust teams in the league.

1: RECEIVING THE BALL

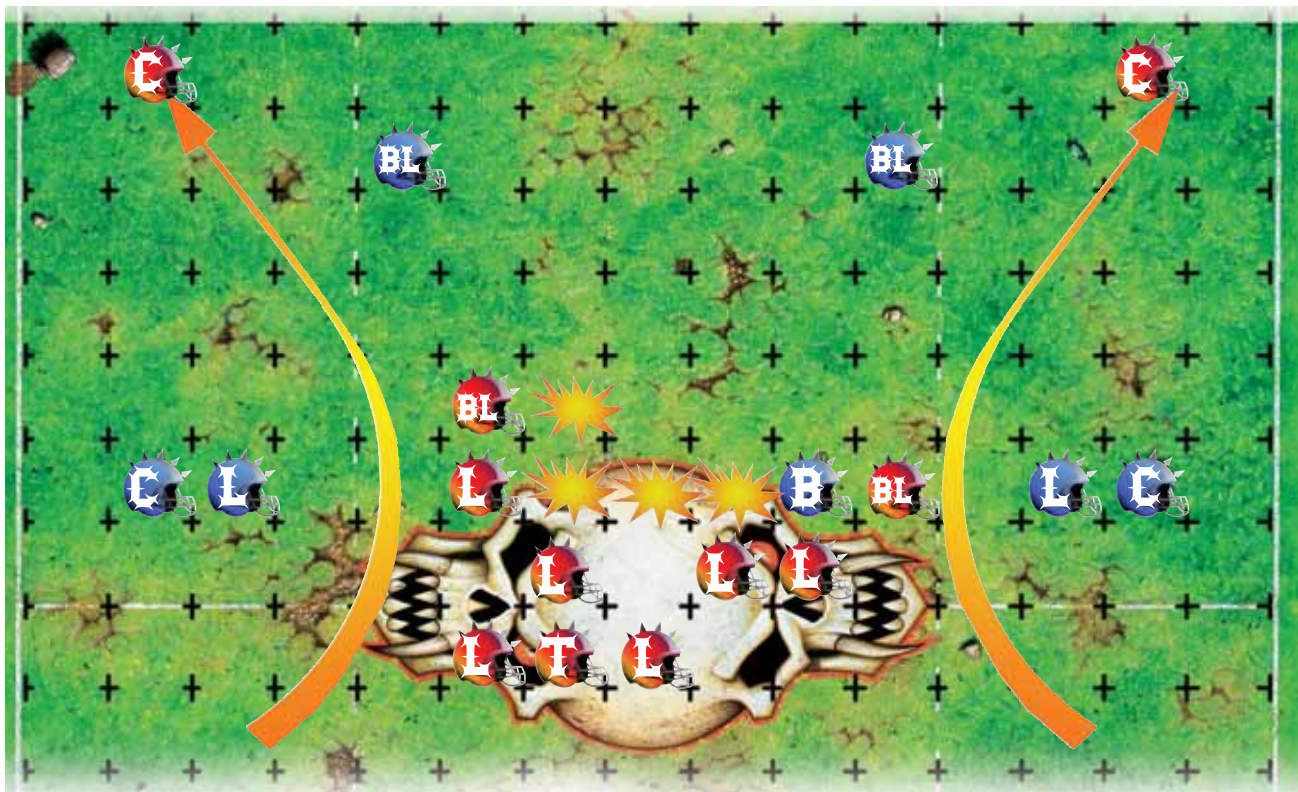
As with most teams it is a lot better to receive the ball at the kick off rather than kick to your opponent. Receiving lets you take the initiative and, hopefully, the lead.

With Strength 3, Speed 8, Catch and Nerves of Steel your Catchers are without doubt the best in the game. Smash a hole (or holes) in the opposing line and send your Catchers through the gaps, striking deep into the backfield. This will force your opponent to split up his forces and send guys to stop them. In most cases it will take two defenders to neutralise one Catcher and this will either leave a free Catcher behind the enemy lines or you will outnumber the enemy at the line of scrimmage. If you have a free Catcher then take the quick TD. If you have the numbers on the front line then punish them by beating up his Linemen.



In this case the Human team have set up to defend against my attack by leaving three Linemen at the line of scrimmage and trying to cover the flanks to prevent my speedy Catchers breaking through into the backfield. By smacking the front line back and down, and sweeping my speedy Catchers into the backfield, I leave my opponent with a difficult decision. If he doesn't neutralise my Catchers quickly I will score next turn, but by moving men away from the line of scrimmage to stop the Catchers he will leave himself dangerously outnumbered and will pay the price when I systematically gang up on his front line.





By placing two Catchers in a scoring position and only allowing the opportunity for one of them to be blitzed, the defenders must choose between stopping the TD or protecting their Lineman. Either way is great as you have a good chance to inflict serious damage to his team or rack up the scoreboard.



2: KICKING THE BALL

Although you are automatically at a disadvantage if your opponent receives, you should realise one thing: if you're playing against a big hard team that pootles up the park in a blob, just don't get in the way. Dodge your line of scrimmage away from the enemy as quickly as possible, then go hunting. Assume that your opponent will take most of the half to work his way up the pitch, this gives you time and opportunity to catch the stragglers on their own and beat them to a pulp by surrounding two or three stragglers with your entire team. You will leave your opponent with three choices.

A: Score quickly.

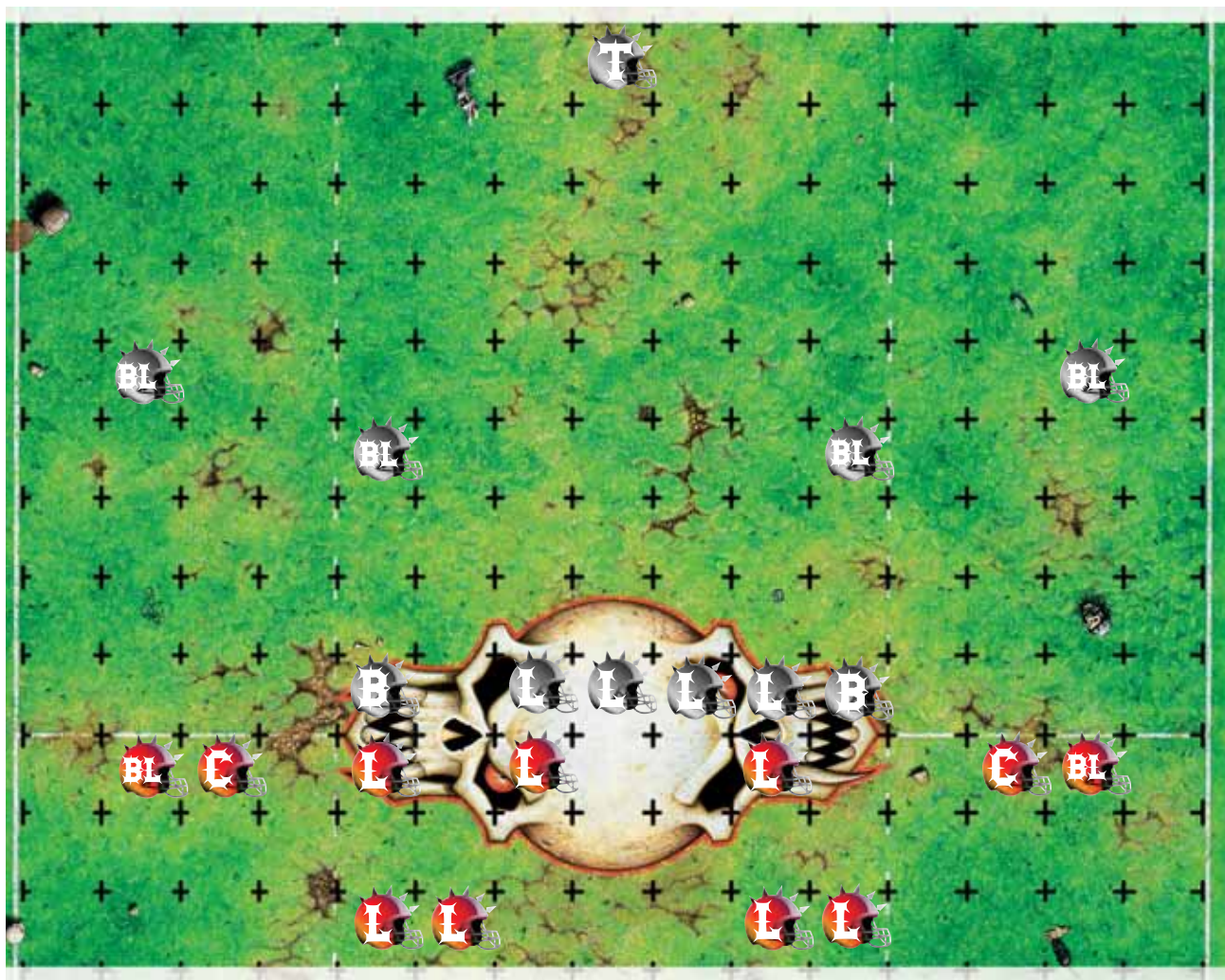
This means he can't protect the ball carrier with his harder, slower players, giving you the opportunity to blitz the ball carrier and swipe the ball.

B: Send men back to help the guys you're bullying.

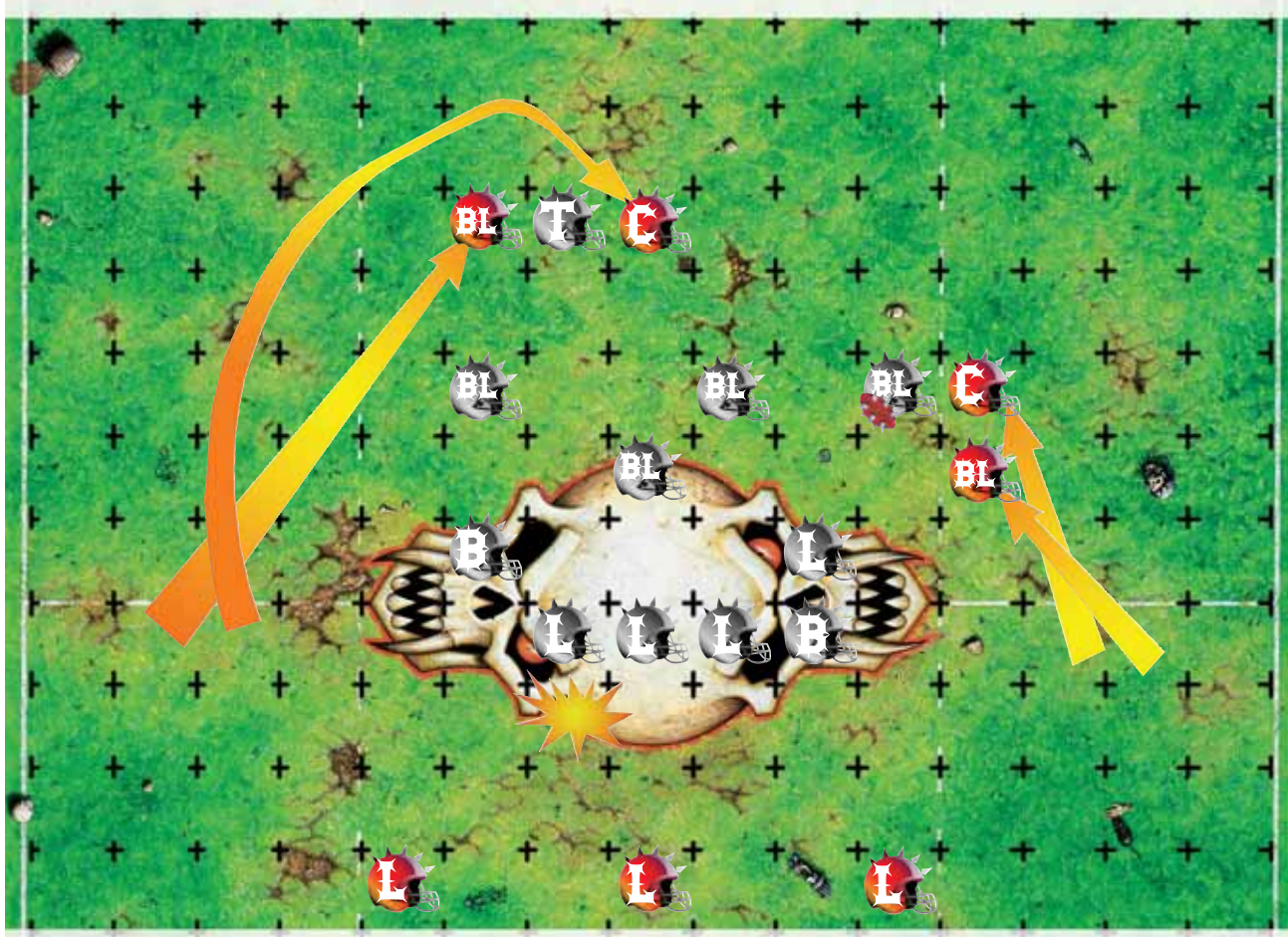
This means you're still probably going to outnumber them in the fist fight and it also weakens the cage around the ball carrier so you might sneak in a blitz.

C: Leave them to die.

In which case he scores and next time you set up to receive he has players lying in the dead and dying box and you have him outnumbered across the board.



The Orcs are receiving the ball and are preparing to form a cage and march down the middle of the board. After knocking the three Linemen off the line of scrimmage the Thrower picks up the ball and chucks it to the nearest Blitzer who moves into the safety of the cage. Slowly but surely the cage moves down the pitch squishing everyone in its way. Instead of playing a meat grinder where the opponent has all the advantages, why not ignore the ball and pick on the guys around the edges, just keeping a skirmish line in front of the big block of enemy players?



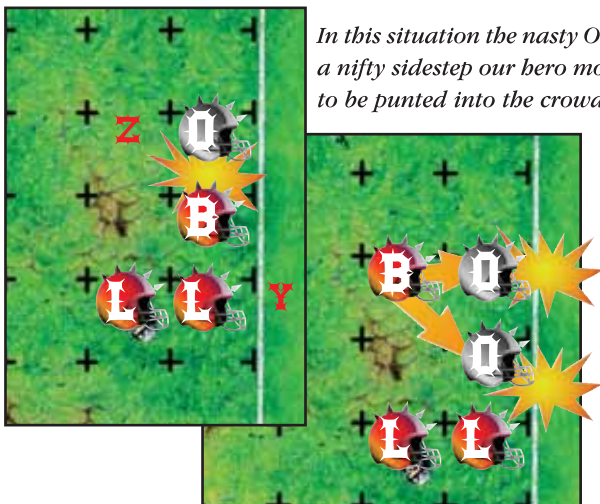
By ignoring the ball and targeting a couple of the opposition key players you leave your opponent with a difficult decision. While he's deciding what to do, add more Linemen to swarm the targeted players to guarantee that any foul goes through the armour.



3: SNEAKY STUFF

Side Step is one of the most underrated skills in the game. By standing next to your enemy's defensive cage you can actually be bounced around and end up in a position to block the ball carrier on your turn. Or, even better, lure enemy players towards the edge of the board and side step around them. Then you can give them a discreet shove into the crowd on your following turn.

Nerves of Steel on a Strength 3 Catcher means you don't have to worry about dodging away from those nasty defensive tacklers. Just catch the ball then blitz the guy (don't follow up, just push them away and make a run for it). Even on a one-dice block you have a 66% change of either knocking him down or pushing him away.



In this situation the nasty Orc is attempting to slap our heroic Blitzzer out of the park. However, with a nifty sidestep our hero moves to square 'Z' rather than 'Y', leaving the Orc in the perfect position to be punted into the crowd himself in the next turn whether he follows up or not.



In the situation below the Skaven have surrounded their ball-carrying Gutter Runner with a defensive cage. The Skaven try to knock the Blitzzer out of the way so the Gutter Runner can make a break for the End Zone. But with a deft swivel of his hips, our heroic Blitzzer slips past the flailing Skaven and slides up alongside the Gutter Runner to give him a slap in the next turn.



4: FOUL!

Important note! No one expects Elves to fight dirty. The judicious use of fouling can be the difference between a close game and a massacre. Since you only have a 1 in 6 chance of being caught fouling for the first offence it makes sense to target the odd guy on the floor and improve your Morris dancing skills on their heads (also see the detailed analysis of fouling in last issue). Personally, I always foul at least once each half on the off chance that I can remove some pesky opponent. But don't waste this golden opportunity. If you're going to foul, do it with style and get as many guys as you can around the victim to help you get past that armour and cause some serious damage. Of course, if you're lucky enough to have "gotten the ref" as a kick off result, it is your duty and privilege to systematically stomp on anyone foolish enough to fall down. Remember Elves might be a "Good" race, but they hate losing and attempt to excel at all disciplines within the game. The awards for longest drop kick, most casualties and, of course, the highest vocal octave shift inflicted on an opponent, are all hotly contested.

ELVEN PLAYBOOK

The second part of this article revolves around team progression. With re-rolls and reserves normally lacking from a starting Elf roster there are many options crying out for each gold piece, but where should you spend them? A priority is, of course, the Apothecary: an absolute "must have" for every Elf team. Once the Apothecary has been signed up you can then add reserves. Do not buy any specialist positional players until the Lineman roster is complete. Only when you have enough reserves do you risk shelling out on that second Thrower.

When building a team you have to make a basic decision: do you make a team of all-rounders or do you go for a few uber-hard star players. My advice is to get a team of all-rounders so your opposition can't target a few players to change the course of the game. The way to do this is simple, place a random Lineman halfway into the enemy's half as soon as possible, then do all the razzle-dazzle with your Catchers and Blitzers. Once you've secured the ball simply run round and hand off to the Lineman for an easy score.

The other, more cheeky, way to get experience is to keep two players back ready to catch the ball from the kick off. Place your Catcher one square behind the ball then pick it up with a normal Lineman (on a 2+) and throw a quick pass to the Catcher (on another 2+) and then watch the Catcher catch it... (you guessed it, on a 2+) for an instant completion for the Lineman. Use MVPs on Linemen rather than Blitzers and Catchers (they get enough SPPs on their own) so every player in your team gets the skills he needs to survive. Remember that there is no such thing as redundancy in an Elf team; every player has the speed and agility to score if he needs to, whilst still having the strength to stand up and take a beating.

SKILL PROGRESSION

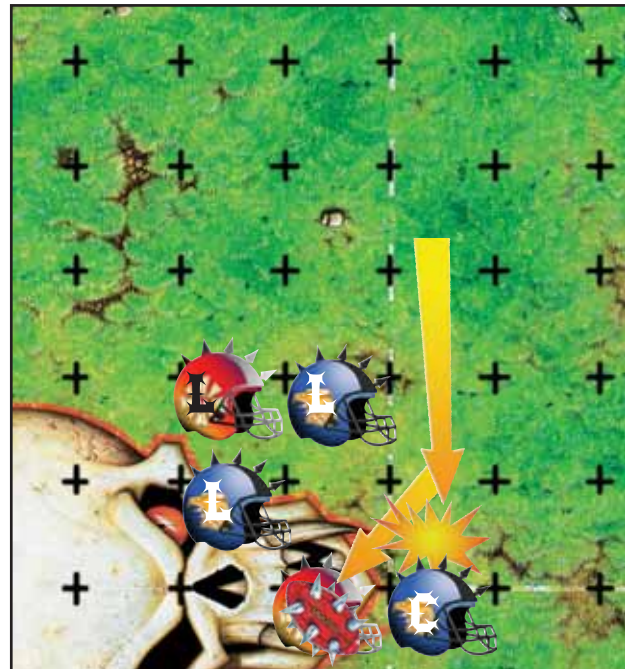
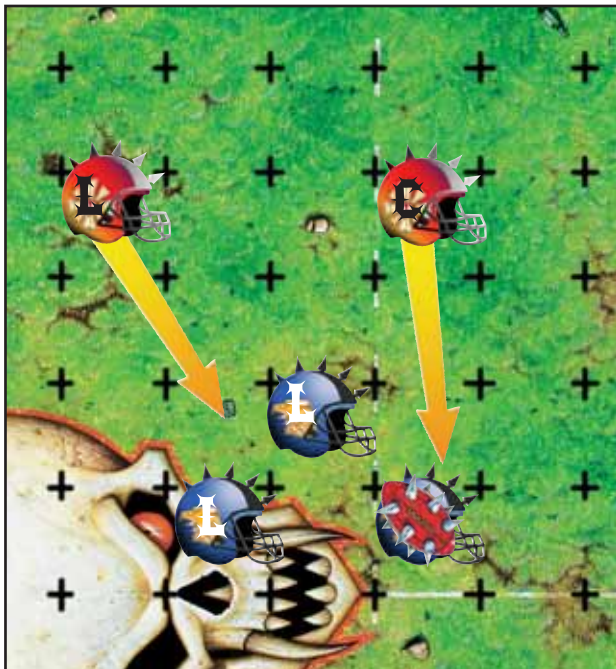
There is no choice when starting a team as fragile as an Elf team that the first two skills on the Elf coach's wish list should always be Block and Dodge. These are two of the very few skills that affect both offence and defence. Making your players deadly on the attack as well as impossible to knock down on defence is essential to the survivability of your team. The only exception to this rule is the doubles roll where you can start looking at some of the Strength skills like Guard or Mighty Blow.



“Individualise the players and give them specific roles”

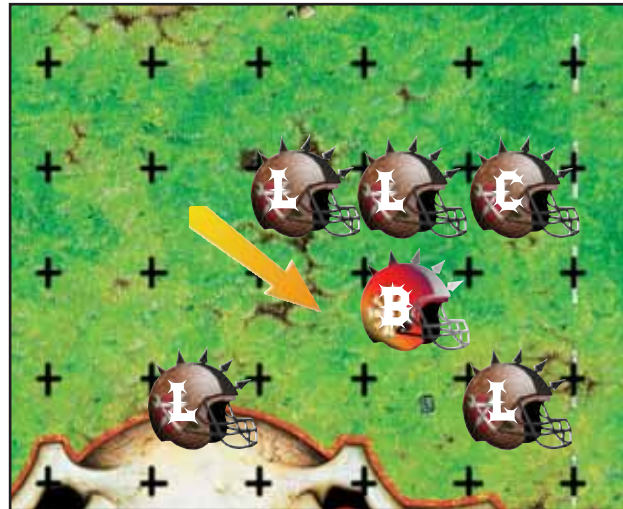
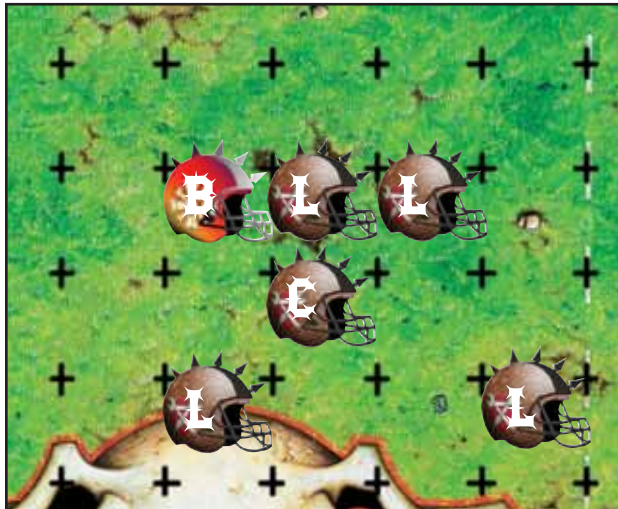
Defensive Tackle: This is a perfect position for a Catcher – just add Dodge and Strip Ball. Most speedy Catchers are Strength 2 with Dodge, and with this guy as a target you can

pretty much guarantee knocking the ball out of his hands. Your Catcher can then hop onto the ball, pick it up, and skip away towards the opponent’s End Zone.



The Enforcers: A Lineman with Dirty Player is a great way to even the balance against those heavily armoured brutes you will face week after week. Keep him away from the line of scrimmage, but close enough to punish anyone foolish enough to fall over. Don't waste this opportunity, target players that can affect the game then nobble them quickly using as many assists as possible to boost the chances of a kill.

The Spoiler: Giving one of your Blitzzer Shadowing and Tackle means that simply placing him next to the opponent's ball carrier causes them some serious difficulties. Any attempt to avoid this player is hampered by the Shadowing skill which will keep him close to the ball carrier. Having a guy with Tackle and Shadowing really cramps the style of even the fastest Gutter Runner.





The Leader: A Leader re-roll is a godsend for an Elf team. Most skills work out at about 20K worth, but with a Leader in your team you get 100K worth of re-rolls for free (re-rolls costing double after the initial team design). Use him as a normal Lineman, but make sure to use his re-roll first as he may not be on the pitch that long.

The scream rose higher and higher, passing out of the Dwarf's audible range and into the higher bands that caused dogs throughout the city to wince. Inside the stadium a silence had spread through the crowd as all eyes turned to the Dwarf in the middle of the pitch. His eyes had rolled up in their sockets and the look of abject agony on his face made even the most depraved cultist gulp and cross his legs. Slowly, like some great oak in the forest, Gramli Dorfsson fell forward, his hands too busy cupping his groin to protect his face from the astrogranite. On the big screen, Cabalvision replays showed a stylish blur flying across the pitch followed by a well tailored boot executing a textbook, up and under, that the star kicker would have been jealous of. Swaggering back towards the bench surrounded by irate officials, Jarren soaked up the sudden applause from the crowd, heading towards an early bath, but with a broad grin on his face.

The Psycho: Every team should have one! A guy with Block and Dauntless who can take down even the hardest opponent. Give him Pile On if the opportunity arises and suddenly the Minotaur is hiding in the corner of the pitch because there's an Elf out there with a weird glint in his eye...



When designing your team you should really make room for some of these specialists. In a perfect world an Elf team should have 4 Catchers, 2 Blitzers, 1 Thrower, and the rest Linemen. Of these 9 Linemen you should aim to get at least one Enforcer, one Psycho and a Leader. This team then has the ability to take on all comers in both a high scoring TD fest or a down and dirty brawl.



***Did you know...

The Elf Great Hawks of the Elven Kingdoms League take so long to get made up for a game that they only manage to attend every other one!

Author

Mark 'Harry' Harrington has been very busy of late, not only has he written this ten page monster but he is one of the creators of the Necromunda Dust Falls campaign that has just started in this issue!



Further Information

Part 2 of this Elf tactics extravaganza continues next issue! To order a team of elves then check out the Fanatic Catalogue on page 93.

Website

www.BloodBowl.com



ELDAR TACTICS

By Jervis Johnson and the members of the Epic Forum

To coincide with the release of *Swordwind*, Jervis has been sniffing around the Epic vault to see if he can find anything interesting. This is what he has come up with. A big thank you to all those who contributed these nuggets of information.

This article consists mainly of excerpts from topics on the Epic 40,000 forums. I'm printing them here for two reasons: a) they provide very useful information about the advantages and disadvantages of the different mixes of units you can pick for some of the formations in the Biel-Tan army lists, and b) it will give you a taste of the kind of in-depth discussion that takes place on the Epic forum. Any new Eldar player will benefit from the advice posted here, written as it is by play-testers who have worked with me developing the Biel-Tan army list over the last 12 months or so. In addition, if you like what you read, then I highly recommend joining the Epic forum at www.epic-battles.com. Discussions like this one, and much more stuff beside, take place there every day. Just in case I be accused on a bias towards the Eldar, I've also included some feedback on how Space Marine armies can deal with the Eldar armies. And with that I'll shut up, and hand you over to the forum crew...

ELDAR TACTICS

For the past day I have been reading the rules for the new system so I haven't played a game yet or anything. However, I'm starting to get the basics down enough so that I can begin to see the strengths and weaknesses of each unit (at least on

paper!). I have two armies; SMurfs and my beloved pointy eared freaks. My lil' brother will take command of the Emperor's finest jar heads (along with a nasty array of vintage Titan models) and I will command the Eldar.

Reading through the lists (I think I got visibly pale) it seems like the Eldar have changed quite a bit from the old days. They are now VERY, VERY few in numbers, have short ranges even on their battle tanks, and are even easier to kill than before. I'm trying to get a handle on their hit-and-run tactics and how I might use this to optimum effect (which I suppose is the great equaliser for their short range and paper-thin armour) but it looks like a short return for the heavy drawbacks they suffer from. Reading the battle report of the SMurfs vs the Eldar in Fanatic magazine I didn't improve my perception either.

So, can someone help me see the strengths and advantages the Eldar army has over other armies? Who do they do well against, who do they do not so well against?

Malakai





You have to play the Eldar a few times to really get a feel for their capabilities. The group I play with is scared to play them due to the crazy quantity of firepower they have.

Use the hit-and-run rules to effect. Aspect formations can beat anything in the game short of a Warlord Titan or Great Gargant and even those get a run for their money. Don't forget that when you win a combat you get to consolidate up to your full movement. This means you can hit an enemy formation and then 'bounce' either to safety or to a position to support your next engagement. I've crushed Space Marine armies by the second turn by wiping them out in engagements and escaping before the retribution comes. Your opponents will have to learn to counter this with overwatch and by bunching their formations up to make engagements a riskier proposition. You will then use your Disrupt templates to bomb them back into the stone age.

Just never lose sight of the fact that the game is not won or lost on killing the enemy. It's won or lost on the objectives and killing the enemy who get in your way.

Just remember 'soapbubbles with sledgehammers'. Just try duking it out with a Russ company on overwatch and you'll see what I mean...

Tepoc, Canada



As an army, it won't forgive any mistakes you make – you have to have a plan of attack, and with the Eldar, it's all about timing. Fortunately, you have the speed and the firepower (as well as the Firefight ability) to get the most of your attacks – a single combined assault from a Guardian Warhost and an Aspect Warhost in transports will cause considerable damage, and will win most assaults providing you've prepared your target suitably.

Which brings me to my next point. Use your barrages as the preparation for an assault – Nightspinners and Avengers are armed with Disrupt weapons, so they're excellent for suppressing enemies, but their small BP values (compared to IG artillery) make them ineffective at causing mass casualties by themselves.

Finally, a tendency towards firefights is beneficial – all your basic units (Guardians, Dire Avengers, Falcons, Wave Serpents) have a FF value of 4+, making them quite effective at that kind of combat. It also provides you with another advantage – you only have to get within 15cm to use those

FF attacks, which means your effective charge distance is around 50cm when in a transport (charge of 35cm, 15cm FF range). If you're closer than that, use your transports as a buffer for your infantry – put them in BtB, and then force a firefight with them, with your infantry about 5cm behind. Your transports are tougher than your infantry, so generally, this is advisable.

Oh, and crossfire. Lots of crossfire. Against IG Armoured Companies, crossfire and pulsars in combination reduce a 4+ reinforced save to a 5+ normal save.

N0-1_H3r3, UK



It sounds weird but you can actually mix and match any of the Aspect Warriors you want. We (the EA Eldar community of the Specialist Games forum) spent hours debating and hundreds of hours playtesting them so that their abilities were roughly par. The way the formation works is that you get 8 Aspect Warrior units for 300 points and can upgrade 2 with Exarchs (who have Leader, Inspiring and an extra CC attack for Scorpions, Banshees, Spears, and Dire Avengers and an extra FF attack for Spiders, Swooping Hawks, and Fire Dragons) for +25 points each. They must be pretty balanced since I usually take formations of 3 or 4 different types to be most effective.

As an assault formation Aspect Warriors are awesome. A host of special abilities all mixed into one formation makes their assaults almost certain to either break or narrowly lose an assault. I've assaulted an Ork big Mob with Kan and heavy gun support and spanked them badly.

Then again the Eldar are all about the assault. With their hit-and-run rules (after an assault they consolidate up to their full movement) you can find yourself very quickly running out of formations to fight with.

A formation can be 16 units large if you take all their transports as Falcons (though that gets pricey) – I usually end up with 11 or 12 units with Wave Serpents. Another downside is that an assault made on an entrenched unit or one on overwatch will fail. The Eldar simply can't afford to take casualties or the formation will be a one-bit wonder. Also remember it is only the Biel-Tan list that gets the Aspect Warhost. Other Craftworld lists will be forced to use them only as a troupe of 4 stands.





'Nuff said about that... on to a example 3,050 point army list:

- Wraithgate	50 points
- Autarch	75 points
- Avatar	0 points
- Aspect Warhost (2x Warp Spiders + Exarch, 2x Dire Avengers, 2x Shining Spears, 2x Dark Reapers (+ Autarch))	325 points
- Aspect transport (with Aspect Warhost above) (3x Wave Serpents)	150 points
- Guardian Warhost (1x Farseer, 4x Guardian, 3x heavy weapon)	150 points
- Guardian Warhost (1x Farseer, 4 x Guardian, 3x heavy weapon, 3x Wraithguard)	300 points
- Rangers (5x Rangers)	125 points
- Falcon Troupe (4x Falcon, 1x Firestorm)	300 points
- Night Spinner Troupe (3 units)	175 points
- Windrider Troupe (4x Jetbikes, 2x Vypers)	200 points
- Cobra	250 points
- Nightwings (3 fighters)	300 points
- Revenants	650 points

The infantry and Windriders use the Wraithgate for deployment and to claim objectives. Nightspinners provide Blast markers, Aspects beat up nasty formations, and the pair of Titans with a Falcon troupe and a Cobra (D-cannon!!!) can be used for anti-air and killing anything too big to be dealt with by the Aspect Warriors. The Rangers are there to block lines of advance (for at least the first turn) while the Nightwings either beef up the AA or go heavy tank hunting (lance weapons!)

A change I might make to this list is dropping the Revenants and replacing them with either a Scorpion Super-Heavy grav tank and another Aspect Warhost or a trio of Fire Prisms, a Vampire Bomber and another Guardian Warhost.

Tepoc, Canada

These are currently the first formations on my list each time I play:

Scorpions: the bane of the Space Marine army, but only slightly effective against Guard and Orks. Melt 3 Tactical units in a turn and it hurts, melt 2 Chimeras and an Infantry stand and it's a case of 'more where they came from'.

Wave Serpent mounted Aspect Host with Autarch: whatever flavour of Aspect you choose, this formation, or something similar, is likely going to cost 600pts – that's quite an investment at 3,000pts. So these guys should be used carefully and at the right moment. I favour a Dire Avenger Host as the sheer amount of 4+ FF attacks can cause horrific

casualties to any enemy formation in the game (even a Warlord Titan if done right).

Rangers: often overlooked, but with the big sink in points for some of your deadly formations, a couple of formations of these guys can help claim some activations back. I also use them to force my opponents hand during deployment. The can be used as speed bumps, given area denial duties or placed as screens for your doubling Engines of Vaul. I've used 2 formations of these for a while now with either 4 or 5 units in each Troupe.

Formations that I've had plenty of success with are Guardian Warhosts mounted in Wave Serpents (great for assaulting with the Avatar) and also overlooked on many occasions.

Nightwings are also great multi-purpose units that excel at AA and RA tank hunting. Their 4+ save has proved very valuable in recent games.

Lalonde, UK

Another thing that does work is my backup-Farseer. I always try to get a bare 150 point Warhost which stays at the back. This has a 'con' in that this is 150 less points to spend on my fluid elements, but has its 'pros' in a relatively cheap activation, a Farseer to keep his abilities on-board, something to contest objectives and counter air-raids in the back AND you have a commander back there, who makes a combined charge against those air-raiders possible. It's probably not as good as assaulting with an Aspect host, but the single Guardian Warhost with an Avatar and some Engines of Vauls, Fire Prisms or Nightspinners in support can counter any threat good enough to keep the front-elements where they should be, finishing their job.

Woke Up Dead, Germany

ELDAR ASPECT WARRIOR FORMATIONS

Having only played a few games of Epic, all with my Biel-Tan, I've stuck pretty much to taking 8 of one kind of Aspect.

Reapers – as a defensive firebase, instead of a second formation of footslogging Guardians, I've taken 8 Reapers (no Exarch, just for points reasons) on foot. They put out a fair amount of firepower. Using them defensively means I've not been doubling etc, so either hitting on 5+ or even 4+ with Sustained Fire.

Hawks – taken 8 of these, so that I can choose at the start of the battle whether best used deep striking in, or advancing rapidly up the table. I quite like this tactical flexibility, and I wouldn't be able to do that if I had some Shining Spears.

3 - 6 Scorpions, 2 Exarchs, and 2 Warp Spiders, in Wave





Serpents. Chosen simply because I had those models, but does mean I don't have to get all 8 bases into contact to max fighting abilities. I try to get 6 in base contact, with the Spiders supporting.

I'm being converted from 40K, so at the moment focussing on the strategic elements of playing the Eldar. Playing with formations dominated by one type of unit – eg 8 Reapers – has been helping me to get up to speed so far.

Andyg, UK

I too favour Aspects of one kind (especially Dire Avengers with an Autarch and the soon to be fielded Swooping Hawks) I have been experimenting with mixtures of Fire Dragons, Howling Banshees and Striking Scorpions. The problem I have is it's easier to get units into a firefight than close combat. When I do get units into close combat, the firefight specialists end up being closer to the enemy than I would have liked and risk being countercharged. I think I'll stick mainly with the FF'ers for the time being.

The Dire Avenger Host is awesome, chucking out a huge number of FF attacks. They haven't lost an assault yet. They excel even more as support to a FF as they maintain their strength a lot longer into the game. I think in future I'll up the Fire Dragons to 8 as well.

Lalonde, UK

I normally use 4 Striking Scorpions + Exarch and 4 Dire Avengers + Exarch. These are normally deployed via air assault in a Vampire. It gives plenty of FF and CC attacks hitting on 4+, and when you add +2 to that for Inspiring it's a lethal combination.

Banksboy1, UK

I've found that using 4 Scorpions, with their superior armour and CC, along with 4 Dire Avenger stands, is extremely efficient at ripping opposing formations apart. I also use 4 Howling Banshee and 4 Warp Spiders + Exarchs, transported in a Vampire, as a rapid response strike force. Nothing says lovin' like 10 first strike attacks!

Lord Rynalus

I usually go for all Swooping Hawks (+ 2 Exarchs) or all Howling Banshees + Exarches. Of course that is mainly because it's what I have painted. I found the Swooping Hawks to be really effective. No need to add the bikes. I just painted up some Striking Scorpions and will give them a go soon!

Rimmer, Canada

I always seem to end up taking at least two Vampires full of Aspects (4 Fire Dragons, 4 Banshees) one with two Exarchs, the other with Exarch + Autarch. I generally use these to counter any large enemy threat (such as multiple formations of teleporting Terminators) or to claim objectives on Turn 3. They seem to be able to take out most enemy formations with little trouble.

Ironknees

ELDAR FALCON FORMATIONS

As to Falcon formations, I always, always, always, always take the two Firestorms. Firestorms and Fire Prisms are the only two AA armed units (except Titan missile system) that the Eldar have. As much AA as possible is a good thing.

Lord Rynalus

For Falcons I usually go for no Firestorms (maybe one) as the Fire Prisms, and the Eldar missile launchers (from the Titans or Cobra) can take care of the AA.

Rimmer, Canada

ELDAR WINDRIDER FORMATIONS

As for Windriders, I am of the mind that it is all or nothing with regards to Vypers. I either take 6 Jetbikes, and use them to act as screen for a Guardian Warhost mounted in Wave Serpents, getting into base contact with as many enemies as they can lock down, and then using their skimmer ability to FF w/ AR 4. This ties down the opponents to the point that hopefully your Guardians will get to use their awesome 4+FF instead of their CC value.

Otherwise, if I want superior hit-and-run fire platforms, I take 6 Vypers. What they lack in FF they make up for in their ability to hit and run. They race forward, shoot the enemy formation, and then retreat back behind intervening terrain. Coupled with one or two Nightspinner troupes, it can do enough Blast markers to push an enemy formation out of their position.

Lord Rynalus

For the Jetbikes, I again go for all Jetbikes. I prefer to specialise in FF and not be tempted to shoot with the Vypers.

Rimmer, Canada

ELDAR SUPPORT FORMATIONS

What are people's opinions on the Eldar support vehicles, namely the Nightspinner and Fire Prisms?

My opinion is that Fire Prisms are a steal, with their 75cm range and AA, AT, AP they can shoot at everything.



Also a 2 Nightspinner troupes looks promising and could be supplemented with a new Avenger Engines of Vault... A well timed disrupting barrage can ruin an opposing formations day.

Lord Rynalus

The problem I really have with the Eldar list is the Fire Prism unit. They are entirely too expensive.

To be honest, the Firestorm has been a vastly more effective AA unit, due to its pulse weapon, it hits on a 4+ as opposed to a 5+ and you can have them in a unit with Falcons. The Firestorm's better AA combined with that pulse means you are going to get, on average, more hits than a Fire Prism would. For 50 more points you get a far more effective Anti-Tank, Anti-Infantry and Anti-Air unit with 3 Falcons and 2 Firestorms. They may have a range 30cm shorter, but that's really not that much of a problem if you keep your units in mutual support range.

At three tanks in the unit, it's an incredibly vulnerable formation. A single kill (not hard to get on a tank with only a 5+ save!) will cause the unit to break. While most might say that it should be difficult to score such a kill on a unit with a 75cm range, it's really not all that difficult when you can strike them with air or artillery.

Corey3750, USA

Well, no one in his right mind will use aircraft to suppress Fire Prisms! I once tried with 3x3 Chaos SwiftDeaths and 1x3 Doomfires, and between the FPs and a Warlock Titan with its abominable Eldar Missile Launchers, it wasn't pretty. Fact is, as Eldar enjoy an AAA umbrella to behold, most opponents will limit their air to some interceptors, if they take any at all.

Armies lacking real artillery, like Orks and Chaos, will just have to take whatever the FPs throw at them, with hit-and-run these armies will have a tough time getting at them at all. Not everyone enjoys the Tau's shootiness or has long range artillery to silence them.

And 75cm is an awesome range, especially for a unit with an AA value.

Commander Irondeath, Germany

ELDAR AIRCRAFT FORMATIONS

Abh, now the Phoenix is excellent for taking artillery out. That reinforced armour makes it so much more survivable to run the AA gauntlet.

Corey3750, USA

I used a Phoenix formation on a Black Legion company that raced across the field to blockade the Wraithgate in Turn 1. Luckily 80% of them had decided to dive into the ruins and I got all their Rhinos, their Land Raider, and four stands of Marines! Busted!

If you want to 'pave the road' for your Phoenix take a 'loose' Vampire. With 2x4+ pulse AT it can hose any dedicated AA formation short of Chaos Obligators. Plus with 5+RA and 2DC it can usually survive the hits it will take getting to them. On average a formation of Hydras will cause 1 hit on a Vampire which is not enough to save them. But it is vitally important you keep the Phoenix's flying every turn with 3BP disrupt bombing runs.

It's fun to use a Vampire to land a formation of Fire Dragons next to a Titan, blast the shields with the Vampire, then hose the Titan with sustained fire fusion gun shots and then engage the Titan with another formation (Windriders anyone?) to get another round with the fusion guns... (needs a triple activation to work but when it does it's game over for the Titan).

Sotec, Canada

ENGINE OF VAULT FORMATIONS

I have been thinking of an Engines of Vault tactic where a lone Storm Serpent sits off on one flank and 'fires' Windrider troupes into enemy formations. With a Warwalker shield (scouting) and effective use of crossfire this could be really mean. I also like (in theory) a 2 Cobra + 1 Storm Serpent, or 2 Scorpion + 1 Cobra formation. I can't really consider when 2 Avengers would be more useful than 1... I'd rather blast 2 foes than 1.

A formation of three takes nine BMs to break and you can modify the position of the tanks so the same tank isn't getting hit all the time. As a unit they just last longer IMHO. Plus single unit Engine of Vault formations are much more vulnerable to small assault formations. Large formations can also arrange the tanks so the damaged ones are at the rear.

I've tried formations of 1 Scorpion and 1 Storm Serpent for a flanking force and found that they did quite well. Pop-up attacks meant they usually didn't get enough BMs to break and when the unit had 3+ BMs they would have the effective firepower of one Scorpion plus still have the portal (which is good for all sorts of fun).

Combinatations I don't think would work: Avenger + Cobra. Waste of time as you lose both the TK and the Disrupt effects of the weapons. Avenger + Storm Serpent. Unless you plan to sit on your objectives and that's it, you'll have a hard time using both effectively. Scorpion + Avenger. Could be OK if

your opponent is really aggressive (meaning you never need to move to be in range).

Sotec, Canada

Avengers are the only Engines of Vault I'd even consider to pair. Having 6BP disrupt is quite useful in my opinion.

I'd rather have Engines of Vault operating on their own, as this frees up more activations, of which I never have enough. This also means that every single Engine of Vault does what he does best where he does it best. For example, I'd rather take a Falcon troupe to strip a Titan of its shields and then double-in with a Cobra to kill it (and with 45cm it could actually work). This works better for me than pairing Cobras in a pack of 2 or with a Scorpion, because of the sheer amount of AT hits I need to strip the shields. This way I also have another AA weapon near (or 2) to protect my puny Engines of Vault from air-assaults.

Of cause singles are more fragile, but getting assaulted is only a problem to Storm Serpents and the Cobra (except for air-assaults of course). A determined opponent will kill it if he wants to. So I just try to scare the hell out of him (curiously, it does work most times) or at least have something in range to engage/blast whatever killed my shiny Scorpion. I think the trick here is to use your other army-elements like you would do if there was no Scorpion, so I don't take a dedicated babysitter, but at least one formation finishes its move near enough the Scorpion to be in range if needed. That's what I rather enjoy about Eldar; although they are highly specialised, they allow such a fluent style of play that you always have a useful tool near – you just have to think about the correct way to use

Woke Up Dead, Germany

Currently I struggle to get many activations in my 3,000pts army as I've re-started my love affair with the Phantom Titan. Single Engines of Vault are far more flexible than a formation of 2 or 3. 750pts for a formation on these is just too much of a tempting target for an opponent to pass up. I'm not sure I could protect AND use them effectively at the same time.

Saying that I would agree 2 Cobras and 2 Avengers are the optimum numbers for those particular tanks. However, I would never consider polluting my Scorpions by giving them a 'wingman'.

I find using a Titan as a babysitter for my Engines of Vault quite useful, they usually leave the nest on the 3rd turn though, but I haven't found it restrictive. I've also found Windrider troupes great for screening/supporting lone Engines of Vault if the risk of assault is high.

Lalonde, UK

ELDAR TITANS

Wow, these guys are terrifying. They are truly capable of projecting a large amount of power over the entire battlefield. I don't think I will ever take Revenants, however, since a Phantom for 100pts more just seems more appealing to me (2 TK pulsars! Great googely-moogely!).

There is really no reason for a Warlock to get into CC if it has a choice, since it will get 3 more conventional attacks at FF range. After making an assault of its own, it can do a consolidate move of 25cm(!) and easily get within 15cm of another formation that could be assaulted by some piddly little unit. This piddly little unit can count on 9FF attacks and 2 TK(D3) attacks as support, though.

Hoplite, Canada

Why take Revenants? Because at 3,000 points they are the only Titan that allows you to also field air support other than the Vampire. Also they are almost 25% faster than the Phantom/Warlock and can project 2x the firepower! The difference between MW and MW TK is nothing at all when shooting targets lacking reinforced armour. Plus the higher number of shots makes double moving around the field easier and turns them into dedicated hunters.

Sotec, Canada

We played a nice, NASTY game of EA today. Chaos (use the test list in the Vault) vs an Imperial Guard force, Space Marine force and an Eldar force. The Phantom made an appearance, and it was incredible.

The Phantom was armed with twin pulsars. He moved into range, and proceeded to rip the void shields off a Bane Lord. The Bane Lord got back 3 void shields before the Phantom fired again. This time, it ripped off the shields and got 2 wounds on the Titan, breaking it. It also gutted an Armoured Company. Its final triumph was supporting the solo assault by the Avatar on the main Chaos Command group. The Khorne unit was slaughtered, with only the Fearless Dreadnoughts surviving.

It took the combined effort of the other main detachment's Defilers, the surviving Dreadnoughts, and the remnants of the armour company to drive the Phantom off by putting on enough Blast markers to break it.

When I field one, I intend to use the power fist. I'm thinking all those extra attacks it will get from it will be most worthy, and it should be truly ugly in hand to hand. I think what makes Eldar Titans so nasty in an assault is that unlike Ork, Chaos, or Imperial Titans, they still get the Holofield save in hand to hand.

Corey3750, USA



I have yet to try a power fist variant, but the shooting version I've tried is cool (I just love the image of it stepping out from behind a large building, strafing a group of SHT's like it's armed with two tommy guns, and then stepping back behind the building). I would certainly say I agree that it's worth the points. They attack and defend in their own unique way, which means they work nice and different to the other Titans and, besides, how else do Eldar get long-range TK weapons?

Reaversbane, UK



SPACE MARINE TACTICS FOR DEALING WITH ELДАР ARMIES

As promised, some tactics for Space Marine armies facing off against the new Eldar army list...

I have trouble dealing with Eldar with my Space Marines. My problems with the Eldar are:

1) They can shoot even into my deployment zone in Turn 1. All of their heavy weapons are on skimmers, so they absolutely ignore intervening terrain (terrain is only my enemy in games vs. Eldar). This combined with hit-and-run is really powerful. I am very lucky when I manage to return fire.

2) The common tactic is to surround them to prevent their movement. But to do this, I am forced to move aggressively forward and there are Aspect troupes in Wave Serpents. When my opponent used close combat oriented Aspects, I could support one detachment with others but now he uses Dire Avengers. With them, he can pick precisely one formation, while avoiding supporting detachments. The result is usually a wiped out detachment per assault.

Revenant, Czech Republic

Eldar really do cause pain to ground-based Marine armies, they just have all the right tools to negate the Space Marine strengths (namely, high number of activations, speed and heavy infantry).

In my battles I think I'm about 90% wins against Space Marine armies that rely on a core of say; Tactical Detachments, Land Raiders, Devastators, Predators, and maybe a few Bikes or Land Speeders. Now when they start to add, Terminators, Drop Pods, Strike Cruisers and Thunderhawks I struggle and have about a 20% winning record. Drop Pod Detachments really cause me headaches. Airbourne assault or drop pod formations are fundamental to a balanced Marine list IMHO and I believe are the strengths of the Marine Army – if you play like the IG with loads of Tanks and Infantry you will lose. If you assault the Eldar on your own terms (ie. you pick what to fight with and what to fight against and in what area of the battlefield) they're not that scary. The Space Marines' deep striking ability is key to the success of that.

Lalonde, UK

Here is my stream of consciousness on it all...

Some of this may seem gruff, but I don't mean anything by it.

What size of table do you play on? 4'x4' or 6'x4' or what? I ask this because 2,000 pts on a 6'x4' table is really sparse. What's the approximate ratio of corner-to-corner games versus side-to-side games?

My experience is that SM armies do better at side-to-side games, IG and Eldar at corner-to-corner games. If you get to pick, choose properly.

Now, how much terrain is used and what type. If you just play with hills then I understand your problem, but if there are trees and/or ruins then you should hide out in those until the best moment. Skimmers may ignore terrain, but they





don't cancel out Cover Saves or the -1 to hit, do they? Failing that, make sure your infantry stands are touching their transports to get that -1 to hit. Then, remember you have it.

I think I'd better admit up front that I've never played against Orks before (I don't know anyone who plays them), but I have played against IG and Eldar. Generally I've found that similar SM armies can handle them. So, how do you handle IG armies with Basilisks and Manticores? They can shoot into your deployment zone, too, with do so without having to move. T-hawks or drop pods are legitimate counters.

I know a lot of people might suggest using overwatch, but I've found that to be less than effective with the limited SM range. Also, I've never had success at using garrisons, unless having the garrison unit act as a fire magnet can be considered a successful use. Instead, the only tactics that I can suggest are these:

A: Try to kill at least one transport in every infantry formation that has them. You only have to kill one per formation to slow them down greatly. Also, I don't understand your 55cm engage comment, how can they do that? Shouldn't it be more like $35 + 5 = 40\text{cm}$ on engage. Are you including the distance from the front Wave Serpent to the back one, or what? If so, then stop. That's not the way it works and you're operating here in bad faith.

B: Focus your efforts on breaking a given enemy unit before shooting at another unit. This is the only way SM's can break big things like Titans or IG infantry detachments, and it applies against Eldar as well. This includes never passing up an opportunity to shoot to place a single Blast marker.

C: Use lots of Rhinos and deploy spread out. Then, as you get into shooting or engage range, start bunching up.

Obviously the short range of SM weapons mean that you have to take it on the chin for the first turn or so while moving into position, but your big tactical detachments should be able to survive without much trouble. Then, assault the Eldar on the periphery first, to minimise the number of supporting units.

I use two assault detachments in a T-hawk to great effect. I usually lose the T-hawk on the first turn, but those Assault Marines persist a long time. Contrary to what someone else said, this is not a 'trick' tactic, you just have to pick your target carefully to minimise AA shots. If the Eldar go AA heavy, they tend to have fewer infantry. If this is the case, then don't use the T-hawk as a transport, and let the Assault Marine hop from cover to cover before engaging.

Samajnollisor, USA

Warbounds have the ONLY ranged MW in the Space Marines arsenal (not including Land Speeders because 15cm is HARDLY 'ranged'), and Warlords have the only TK weapon. I probably would never use a Warlord, but my pair of Warbounds can work WONDERS to shore the lines after your enemy all but destroys a few detachments. From a point-cost to effectiveness ratio you will find they are well worth the investment almost every time.

In regards to dealing with Aspect Warriors, use your Whirlwinds! Hide them behind a hill or building or forest and wait for your enemy to move his transports up into 90cm of you. 5+ RA is all well and good, but he is bound to fail at least one if not two when you drop 4+ hits onto all the transports in the formation.

And a trick to try might be the old air assault from a Thunderhawk. The problem with drop pods is you need a spaceship, which means you are paying probably for a battle barge if you want to drop everything, and that will be just about the only thing useful for it. With a Thunderhawk, for about 500 points you get 2 formations and an aircraft (Devastator and assault formations) and drop them onto your enemy while he is still in the transports. They are bound to bring some serious pain to anything they attack.

Also, Space Marines are REALLY good at getting shot. Seriously. I've gone through 5 out of 7 Tactical squads in one game, and it didn't matter at all, because they did their job which was to take 3 turns to eliminate and allow me time to use my hard hitting units to get objectives and what not.

Rhinos are fantastic to rush up 60cm, and shoot another 45 to put Blast markers on your enemy's formations to disrupt his Initiative rolls. 'Airborne' units sounds good, but if you are going to commit your ENTIRE force to it, coordination will be a little barder, and getting support formations like Whirlwinds and Predators to work well will either cost you an arm and a leg for a landing craft, or be almost impossible as they will need to be deployed as normal and need to rush up, being subjected to shooting and the likes.

A NICE trick to know as a Marine player is when you hop out of your Rhinos to keep all the infantry stands touching the them. Sure it helps enemy artillery, but unless his weapons ignore cover he will have a -1 to hit with all his shooting, and you have NO idea how helpful that is till you experience it.

Kelshin, USA

Further Information

The first batch of Epic Eldar models and the Swordwind supplement is now available to buy. See the How to Order section on page 94 for information on purchasing.

Websites

www.Epic-Battles.com



WARMMASTER

WARMMASTER SCENARIO GENERATOR

By Lex Van Rooy

Happy Dutchman and all round great geezer, Lex Von Rooy has been frantically typing at his computer to produce this rather large but extremely useful and cool article you now see before you. Be warned lots of tables, charts and suchlike are before you, so make sure you have drunk a large mug of coffee before you start reading.

When leafing through WD 292 (UK April edition) my eyes fell on Gav Thorpe's article on scenario generation. "Well," I thought, "something like that would be nice for us Warmaster players as well". Filing that thought away, I read the rest of the magazine and subsequently forgot all about it.

Some months ago it came up in conversation with Matt. He told me they had discussed doing something like that

en route to the EuroGT in March, with Rick and Jervis. Obviously, not taking that precautionary step BACK when someone calls for volunteers, I ended up getting drafted into preparing this article for your entertainment.

So, with a BIG thanks to Gav, for providing such great material to start of from, here is a Random Scenario Generator for Warmaster.



USING THE GENERATOR

The scenario generator is divided into two parts – a pre-battle sequence and a battle sequence.

In creating the article we worked under the assumption that the scenario generator will be mostly used when playing games between 1,000 and 2,500 points (min-max 1K or 2K armies), however the basic generator will work for bigger battles too. Just remember that some distances on the table may need to be increased when playing over a larger area.

PRE-BATTLE SEQUENCE

1. Choose Armies

Basically this means agree on the points value you want to play!

2. Determine Engagement type

Where we determine what kind of battle it will be. Is one player gonna be prepared and set to receive their opponents, or prone to walk into an ambush?

3. Determine Objective(s)

Figure out what exactly your army is trying to achieve. Other than Orcs, who will pick a fight just for the heck of it, normally armies have a reason for taking the field.

4. Determine Terrain

Any general worth his salt will know the lay of the land and prepare his battle-plan accordingly.

5. Determine Deployment

Are you able to out-scout your opponent and bring in part of your forces from their flank, or possibly even their rear? Or did your opponent outmanoeuvre you and gain the initiative?

6. Determine Special Circumstances

Sometimes the powers may favour you, but more plentiful are the days that the best-laid plans go awry due to unforeseen circumstances

BATTLE SEQUENCE

7. Deploy Armies

Determine who sets up first (which may be due to any effects from step 1-6) and deploy your troops for battle.

8. Determine game length and First Turn

If not pre-determined through effects from steps 1-7, this is where we figure out how many turns to play and who gets to go first.

9. Fight the Battle

Well, what are you waiting for!

High Elves

When using the scenario generator, an additional random circumstance applies to the High Elves – Intrigue at Court. In play-testing this was received enthusiastically because it does add to the tactical considerations when playing High Elves. As such I would put it forward for inclusion in games other than those using the Warmaster Scenario Generator as well.

INTRIGUE AT COURT

High Elves select their army like normal. However, because of the various intrigues at court the Elven forces need to roll a dice to determine who amongst the nobles in the army will effectively command it.

- Count up the number of Heroes and Wizards in the army and randomly determine whether a Hero or a wizard will lead the army. For example, two Heroes and one Wizard in the army would mean that on a 1-4 one of the Heroes leads the army while on a 5 or 6 the Wizard takes command. If there are several characters of the same type, simply nominate one to be promoted to General.
- If a Hero is nominated General you need not change a thing.
- If a Wizard is nominated he will still be a Leadership 10 General, but with just +1 attack AND will have the restrictive Command range of the Wizard. Also note that the 'General' originally bought from the selector in this case will be fielded as a normal Hero (LD 8/+1 attack).



1. Choose Armies

No, I am not going to tell you lot how to choose your armies – you can figure that out for yourselves! However, we are going to add a slight twist to this. In the rest of the article we will talk about your armies in terms of Vanguard, Main Force and Rearguard. Effectively we allow you to determine IF you want to split your army into 3 basically separate forces. Obviously there are pros and cons, read the rest of the article and you will see that sometimes (not) having a Vanguard will (not) be in your advantage. Check the separate box for the specific rules on splitting your forces.



Vanguard and Rearguard

Before taking step one on the scenario generator, you may divide your army into a Vanguard and Rearguard, as well as the main force itself. Rather than talking about a minimum or maximum number of units in either the Vanguard and or Rearguard, there is simply a minimum or maximum percentage of your army's total points that you can include in each.

Vanguard: max 30% of army's points

Main Force: min 50% of army's points

Rearguard: max 25% of Army's points

In addition the following rules apply:

- To command the Vanguard you need to nominate a Hero (which may be your General) to lead them.
- To command a Rearguard you can nominate either a Hero or a Wizard/Shaman (but not the General).
- Each part of your force must have at least one character allocated to it.
- The Vanguard is supposed to be a quick-moving force that can move onto the battlefield before your main army does, and snatch strategic positions. You can never have troops that move less than 20 cm as part of your Vanguard.

2. Determine Engagement type

For simplicity sake we define three possible types of engagements. Roll 1D6 and check below to find the engagement you are going to fight.

D6 Engagement type

1-2 Pitched Battle: both armies have manoeuvred extensively to find a battlefield to their liking, then pitched camp for the night. The following day the armies deploy and battle commences.

3-4 Meeting Engagement: elements of the armies clash unexpectedly and battle is joined with parts of the army deploying when they arrive on the battlefield. Meeting Engagements favour faster armies and those that carry a Vanguard, as that is the first part of the army to engage the enemy.

5-6 Assault: Sometimes armies need to assault a prepared enemy position, sometimes they may be in place to spring a well timed ambush on their opponents. In the Assault the attacker gains advantages in deployment, but the defender has the bonus of bringing up reinforcements in the form of his Rearguard. To determine who is attacker and defender both players roll 1D6; highest score can choose.

3. Determine Objective(s)

Although the basic victory conditions for Warmaster do a great job simulating the normal end of a battle – losing command structure and losing army coherency/effectiveness – there will be times when battle is joined fully well knowing that there are other objectives, such as simply holding back the overwhelming tide of enemy troops, gaining valuable time for the rest of your army to mobilise. To add this layer of intricacy to the scenario, roll 2D6. The result is checked against the Engagement type found in the previous step.

Pitched Battle	Meeting Engagement	Assault	Objective
2	2	2	Do as you see fit
3	3	3-4	Kill them all!
4-5	4-6	5	Capture*
6-8	7-8	6	Conquest
9-10	9-10	7-9	Advance
11	11	10-11	Vengeance*
12	12	12	Bring me Victory!

* For these results roll an additional D6. On a 4+ these objectives will become game ending conditions, similar to breaking the opponent or killing the General. For event or tournament play treat a game won under these conditions as the maximum possible result.

Do as you see fit

Select any of the other options from the table and note it down. Should both players end up on this objective they should write it down in secret and reveal simultaneously.

Kill them all!

Your aim is to cause as many battlefield casualties as possible, to put fear in your opponent's forces.

You get double VP for each unit/character that is totally destroyed on the battlefield (units fleeing off table will NOT count for VP).

Capture

In addition to normal conditions your forces will be trying to claim a pre-defined objective.

- Place an objective on the centre-axis of the table (roughly 10-15 square cm in size).
- At the end of the game calculate the points for all units within 20 cm of the objective. The player with the highest value can add the difference between the two scores to his VP total.

In games where Capture is used as a game winning condition then this condition can be met in the following way:

- If at the end of ANY player turn the player with this objective has at least 33% of his armies total points value within 20 cm of the objective.

Conquest

Normal game conditions.

Advance

You try and push as far into enemy territory as possible. This will disrupt communication and supply lines and make your opponent easier to conquer.

Any non-flyer units that you can walk off the opponent's table edge will count as Victory Points for you. The number of Victory Points is determined by the unit's status at the time (eg, complete unit, one stand lost etc).

Vengeance

A hated foe has taken the field against you. Should your forces be able to take out any opposing characters, those will count as double Victory Points for you.



In games where Vengeance is to be used as a game winning condition then this condition can be met in the following way:

- Secretly nominate any one of the opponent's characters. If you kill this character he is worth double Victory Points and fulfils the end of game condition.

Bring me Victory!

Place D3+1 Objective counters on the table (randomly placed on the centre line of the table). When a unit moves into contact with one of these objectives, they pick them up and can move with them at 10cm per turn. Should a unit 'carrying' an objective be attacked, leave the counter at the place of the original combat. Each counter controlled at the end of the game is worth 100 Victory Points, double that if the counter was moved off table at the player's original table edge.

4. Determine Terrain

A lot of times when electing to use the Random Scenario Generator there will be a table at hand, with plenty of (pre-set) terrain on it, so there is no need for terrain generation to form a particular part of the scenario generator. Even if this isn't the case, it is always better to set the terrain in a mutually agreeable way.

However, if some degree of randomness is desired, here are some suggestions to incorporate in your games:

1. Both players roll 1D6. The player with the highest roll goes first and can re-place any terrain feature on the table for each point on the dice roll. Terrain pieces should not be placed nearer than 20 cm to other pieces unless they represent linear features (like rivers etc). Pieces that can be 'stacked' (woods on hills, etc) are allowed.
2. Both players can place 1-3 pieces of additional terrain on the table. Alternatively, instead of placing those pieces then can take one piece off.
3. In Assault scenarios you could allow the defending player to erect a certain amount of fieldworks.

There are many more options to play around with terrain, be careful that 'table creation' does not become a game in its own right !

Terrain Ponderings

One of the things I have found invaluable is to make sure you have some (3 or 4) terrain pieces of your own with you. Be it army specific terrain or bits that can be used as objectives, camps etc. Not only will it provide some 'familiar grounds', but it will also allow you to somewhat customize the battlefield.

Determine Deployment

Any General worth his/her/its salt, will be aware that the lay of the land can greatly help or hinder his battle plan. Deploying in the proper place will win a battle. To find out what kind of set-up we will encounter roll a D3 and look up the result for the appropriate engagement type.

PITCHED BATTLE

In all Pitched Battles there should 80 cm between the two deployment zones.



Pitched Battle 1



Pitched Battle 2



Pitched Battle 3

MEETING ENGAGEMENT

Set-up zones for Meeting Engagement 1 should start 30 cm from the corners of the table.

For Meeting Engagement 2, select one of the corners. The opposing player then sets up diagonally opposite.

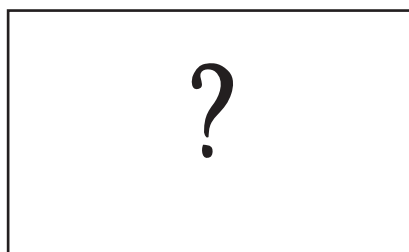
For Meeting Engagement 3 a special rule applies. Both players should roll 1D6. The highest scoring player can nominate any 30 cm of table edge that is not partly around a corner as his set-up zone. His opponent can select any other 30 cm of edge, as long as he is at least 80 cm away from his enemy.



Meeting Engagement 1



Meeting Engagement 2



Meeting Engagement 3

ASSAULT

In all Assault scenarios, the Rearguard enters on the defender's base edge, within the boundaries of the indicated deployment area.

In Assault 1, the attackers Vanguard could enter on either of the short table edges.



Assault 1



Assault 2



Assault 3



5. Determine Special Circumstances

Even the best-laid plans can go awry when fate is against.

- To determine if the scenario is affected by any special circumstances, both players roll 1D6.
- If the results tie, check the effect in the Major Effects table below.
- Should the result add up to a 7 then consult the Minor Effects table.

Major Effects

1. Adverse weather conditions.

Weather can be a determining factor during a battle.

Roll 1D6 and apply result as per below:

- 1. High Winds:** All flyer-movement restricted to 30 cm. Home back is not affected.
- 2. Torrential Rain:** All missile attacks are at +1 to hit (5+ instead of 4+ etc).
- 3. Clogging Mist:** Line of sight is restricted to 30 cm. Each turn after the first roll D6: on 5+ LOS expands by 30 cm, on a 1 it reverts to 30cm.
- 4. Smothering Warmth:** Any orders to a unit, after first, in each Command phase get an additional -1 Command penalty.
- 5. Icy Chill:** All combat attacks are at +1 to hit (5+ instead of 4+ etc).
- 6. Thunderstorm:** Apply effects of High Winds and Torrential Rain. In addition, in each Shooting phase both players nominate one point of impact. Roll a Scatter dice and Artillery dice and move the point of impact in the direction and distance indicated. Should the impact be over a unit, lightning strikes that unit with 3 shooting attacks at 4+ to hit. Should any hits be caused the unit will be confused.

2. Ancient battlefield

The field has seen battle many times before. The spirits of the slain are restless and will often heed the call to arms when battle is once more joined over their graves.

- When a combat is joined, both players roll 1D6.
- On a 6 the ancient spirits of your race will join in that combat; place a unit of ghosts (Skeleton stats) in the combat as if they were just summoned per the Undead spell. They will fight in that particular combat and then fade away (ie, they can pursue, but any other result means the unit is taken off the table again.)
- Should both players roll a 6 then an independent unit with Graveguard stats is (randomly) placed on the table.
 - using scatter and artillery dice, nominate the centre of the table as starting point and determine final position and facing.
 - place the remaining two stands back to back behind the first. In effect the unit will be looking in 3 directions!
 - after the Graveguard is placed check to see if any target is in Initiative range.
 - if so, charge the Graveguard in and immediately proceed to fight that combat. (contrary to commanded Undead, these battlefield ghosts will (only) charge on initiative.
 - (the remains of) Graveguard units remain in play until completely destroyed, they always go first on initiative and must attack the nearest target.





3. Local population

The site of your battle is populated. An envoy could possibly persuade them to fight on your side.

- Roll 1D6 to determine what settlements you found (see the table on the opposite page). Place appropriate scenery/counter(s) on the table.
- Any character from your army can try to get them to join the fray. Make sure the character is in contact with the settlement and roll 1D6. Consult the chart below to determine the effect.
 - **JOIN:** add the appropriate units to your army roster, place them in their area and command them in your next Command phase as normal.
 - **NEUTRAL:** troops of a location staying neutral will not be placed on the table and can not be contacted again.
 - **TURNING HOSTILE:** add the appropriate units to your opponent's army roster, place them in their area. Your Character will need to retreat as if 'overrun'.
 - **DEFENDING:** troops defending their home do not count against BP or gain you VP when destroyed.

Locals defending their home will defend the borders of their area and thus count as defended/fortified (depending on the actual area). They will pursue enemies. They will not advance but rather fall back towards their 'home'. Missile armed troops will be able to shoot out and attack the nearest enemy in sight.

A Giant defending its 'home' will fight any troops in his predefined area, pursuing and Advancing when appropriate. When not in contact with troops he will charge on initiative and when not in contact with troops he will Throw Large Objects as per the Giant Goes Wild chart.

4. Foreboding

The auguries have been ominous, the sky over the battlefield has turned into a sickly shade of green, or the signs in the sky are unfavourable. Whatever the reason, the troops on both sides are unnerved and less willing to engage in battle.

- All units start the game with a -1 modifier to all Command checks when receiving orders.
- This modifier stays active until a unit has been successfully ordered (either singly or as part of a brigade) once. After that they will follow orders as normal, unless a unit or brigade is subject to a blunder.
- In addition to the randomly determined effect of the blunder the unit will also revert to the -1 Command penalty (note that this may result in one unit effectively dropping to -2 on account of the blunder results).

5. Magical Flux

The winds of magic are upset in this location, causing unexpected effects.

- At the start of each turn roll 2D6 for the state of flux. This result is applied for both players during that turn.

2	All spellcasters are able to cast two spells at normal casting values.
3-4	All spells benefit from a +1 when rolling to cast, but no re-casts may be made!
5-9	Magic behaves normally.
10-11	All spells suffer a -1 penalty when rolling to cast (spells that require a 7 to cast, need a 6 followed by a 4+).
12	No spells will work this turn, any lasting spell-effects are instantly nullified as well !!

Settlement Types

1. Goblinoids

There are 3 small camps, randomly placed in the area of the battle. Parley results:

- 1-3 Join
- 4-5 Neutral
- 6 Hostile

To find what troops a camp yields roll 1D6:

- 1-3 Number of Goblin units equal to the dice roll.
- 4-5 One or two units of Orcs.
- 6 One unit of Wolf Riders.

2. Trolls

There is a Troll lair in the area (equivalent of one unit of trolls), it is randomly placed in an appropriate area – near any bridge or swamp will do nicely! Or actually in a water feature, should those be available.

- 1-3 Join
- 4 Neutral
- 5-6 Hostile

3. Giant

A Giant is laying up in the area, a small counter should be randomly placed to represent his rest place.

- 1-3 Join
- 4 Neutral
- 5 Hostile
- 6 Defend

4. Ogres

A camp of the ever-mercenary Ogres is in the area (equivalent of one unit of Ogres), it should be randomly placed on the centre line of the table.

- 1-4 Join
- 5 Neutral
- 6 Hostile

5. Bandits/brigands

There are three small camps, randomly placed in the area of the battle. Parley results:

- 1-3 Join
- 4-5 Neutral
- 6 Hostile

Roll 1D6 per camp:

- 1-3 Number of units of Bretonnian Spearmen equal to the dice roll.
- 4-5 One (on a score of 4) or two (on a score of 5) units of Archers
- 6 One unit of Mounted Squires.

6. Locals

One centrally placed, built-up area of app. 20x20 cm.

- 1-2 Join
- 3-4 Neutral
- 5 Hostile
- 6 Defend

Troops in the camp are (Bretonian stats for reference):

- Two units of spearmen
- Two units of archers
- One unit of Mounted Squires.

Evil armies will find it easier to recruit some populations than others, they can adjust their recruitment roll by -1 for population options 1-4, they do however also suffer a +1 for options 5 and 6.

Good armies can add 1 to their roll to determine the type of settlement (which should effectively rule out them trafficking with Orcs and their likes).



Author	<i>Lex Von Rooy runs the successful and ever-growing Warmaster Yaboo group. He's been a Warmaster player since the game was first released. Lex hails from the Netherlands and also runs one of the Euro Grand Tournies as well.</i>
Further Information	<i>the Warmaster Range can be purchased from Games Workshop Direct. See the How to Order pages for more information.</i>
More Warmaster Website	<i>Turn to page 68 for Pick a Card. www.Warmaster.com & games.groups.yaboo.com/group/gw-warmaster/</i>

6. Chaotic incursions

The weave of the Warp is highly unstable in several areas of the battlefield. With all the energies coming free in the battle a lot of denizens of the Warp will be drawn to it. At random moments during the battle they may be able to push through, into the mortal realm and the battle. Their feeding frenzy will not make any distinction between the armies locked in combat, they will simply assail the nearest target(s).

D6	Unit
1-2	No Unit
3	Flyer
4	Swarm
5	Spawn
6	Greater Daemon

Daemons suffer from Instability as per the rules in their army selector.

At the beginning of each turn after the first casualties have fallen (first unit destroyed!!) before any activities are done, roll 1D6.

- On a 3+ the appropriate Daemonic unit will appear (see table).
- It is placed in the centre of the table and Scatter Dice are rolled to determine where it will move.
- The Daemonic unit will attack any unit it contacts during that move, or that it ends within 5 cm off (in which case it will move into contact with that unit using the normal rules of engagement.)
- At the start of a player turn the active player rolls a Scatter dice for any surviving Daemonic unit.
- Note that Daemonic units will fight other daemonic units!

Killing Daemons will give you their victory value, units killed by Daemons count against your Break Point.



Minor Effects

1+6 Unstable Magic

On any spell-roll made the following rule is applied:

- Any 're-casting' ability, be it inane or begotten through the use of artefacts, will still work, but spells will be one level more difficult than before.
- Should the result be a 1, the magic user in question will suffer a magical backlash and not be able to cast more spells during the game!
- Should the spell normally need a result of 3+, 4+ or 5+ on a 6 it will be doubly effective (effect two units where it normally effects one, last until YOUR next turn where it usually last until your opponent's etc).

2+5 Plague

A virulent plague has stricken many of your troops down, you barely managed to get them to take up position on the line of battle. On the first turn (only) all troops are at an additional +1 to command (as if taking second orders).

3+4 Motivation

Your general has given a highly motivational speech to the troops. The first turn (only) all troops will automatically pass their first order!

6. Deploy Armies

In this stage the players actually deploy the armies on the table. This will be depended on the type of engagement we determined earlier:

Pitched Battle

The players both roll 1D6 (re-roll ties). The player with the highest score determines if he sets/up first, or forces his opponent to deploy. Start with deploying the Vanguard (if applicable) one unit at a time and alternating. After the Vanguard(s) have been placed we roll off again for the Main forces and subsequently for a Rearguard.

In each of the 3 phases of deployment the player that finished placing his unit first, gains a +1 modifier on the roll for first turn (see 8.)

After all troops have been deployed players that have nominated a Vanguard can elect to make one move forward with each Vanguard unit. Should they forgo this option they can add an additional +1 on the dice roll for first turn.

Deployment summary

Engagement type	Vanguard	Main Force	Rearguard
Pitched Battle (any)	Deployed together		
Meeting Engagement (Any)	Move on first	Move on second	
Assault 1 Defender	Deployed together		Reserve
Assault 1 Attacker	May flank	Deployed together	
Assault 2+3 Defender	Deployed together		Reserve
Assault 2+3 Attacker	Deployed together		

Meeting Engagement

The players both roll 1D6 (re-roll ties). The player with the highest score chooses an entry point to denote where his army is arriving from. He then makes a move onto the table with a unit from his Vanguard. At this stage note that no move may bring troops into contact with an enemy. This process continues until both players have moved all Vanguard units onto the table.

Starting with the player that won the dice roll, now alternate moving units of your Main Force onto the table. Should one player be done before the other, he is allowed to take an additional move with any unit of his Vanguard for each movement the other player still needs to do.

Units in the Rearguard are not deployed, they can be placed at the table edge at the start of their 2nd turn and be moved normally.

The player that finishes deployment first (including any advances with his Vanguard!) adds +1 to their dice roll for 1st turn.

Assault

Assaults are pretty straightforward, the defender deploys first, placing all units of his Vanguard and Main Force in the designated deployment zone. The attacker then places all his troops in his deployment area(s).

The defender's Rearguard can come onto the table as reserves (see point 5) in the second turn. They deploy on the edge of the table and then play as normal.

In Assault deployment 1, the attacker may send his Vanguard to flank the enemy, in this case they are not deployed onto the table. From the 2nd turn on roll 1D6, on a 4+ the Vanguard is placed on the short table edge of their choice and then play as normal.

In Assault deployment 1 and 3, the defending player chooses which long table edge he is defending.

Determine Game Length and First Turn

To determine the number of turns to be played, roll 1D6 and check the table below:

To determine who gets first turn both players roll 1D6 (re-roll ties). In an Assault scenario, the Attacker roll 2D6. The player who scores highest may choose whether to have the first turn, or force his opponent to go first. The roll for first turn may be modified by earlier steps in the Generator (eg, see 7. Deployment)

7. Fight the Battle

Well! What is keeping you! Get your game on ...



D6	5 turns	6 turns	Random length	
Pitched Battle	1	2-5	6	Roll 1D6 at the end of the 5th turn. On a roll of 1 the battle ends. If not, roll again at the end of the 6th turn, ending on a 1, 2 or 3. After that if you roll, the battle ends on anything other than a 6.
Meeting Engagement	1	2-4	5-6	
Assault	1	2-3	4-6	

MASTER STRATEGIST ADJUSTMENTS

Once you have tried generating some Random Scenarios you might try your hand at playing the pre-game Master Strategy game. As the Art of War tells us, there is much to be gained in proper preparation and setting the stage for you battle can often win it, before you actually fight.

After calculating the strategy rating for your selected army, we will allow you to spend these points to adjust some, or maybe all of the results in our basic steps. But be aware that overspending them early on may trap your army in an unfavourable position once the battle starts.



Determining Your Force's Strategy Rating

There are several options of looking at the strategy rating of a force. What you will find below is a working algorithm that is based on playing games at the 1,000 point or 2,000 point min-max values. What we tried to take into consideration when determining values is the added flexibility that choosing some troop types will give a general. In effect this means that infantry, being able to perform in several battlefield roles, will have a higher rating than heavy cavalry, which basically has one purpose. A further distinction is made for troops with missile capability.

Your total strategy rating will be comprised of one part that is determined comparing your army to that of your opponent. The second part of the rating will depend on your own army's troop choices and when playing at 2,000, should be divided by two to get the actual score.

Both players should arrive at a strategy rating that is somewhere between 10 and 20 points. We found that the easiest way to keep track of these points (and to keep track of spending them!) is by piling a corresponding number of dice together!

Health Warning: Warmaster is a game! Although it is obvious that it is possible to tweak your army to optimise your strategy rating. Remember that the reason to create this Random Scenario Generator was to allow you to have FUN games, not to create another competitive factor in the game!

STRATEGY RATINGS

For having more Heroes2 Strategy Points then your opponent

For having more Wizards1 Strategy Point then your opponent

For having more Cavalry units1 Strategy Point then your opponent

For having more Artillery units1 Strategy Point then your opponent

For having more Infantry units1 Strategy Point then your opponent.

For having more Terror-causing1 Strategy Point options then your opponent.

General Command 91 Strategy Point

General Command 101 Strategy Point

Having at least one each of ALL1 Strategy Point troop types in your selector

For having a flyer unit or flyer mount1 Strategy Point in your army list

Including a Vanguard2 Strategy Points

Including a Rearguard1 Strategy Point

Including both a Vanguard+1 Strategy Point & Rearguard

For each unit of infantry:..... $\frac{1}{2}$ Strategy Point

For each unit of cavalry or monsters:.....0 Strategy Point

For each unit with ballistic capability:..... $\frac{1}{2}$ Strategy Point

Note: To amend for the special rules for Undead and Skaven those armies calculate their infantry units against a base $\frac{1}{4}$, instead of using the value given above!

Some examples have been added to the back of the article to allow you to see how to work calculating your rating. For the final rating $\frac{1}{4}$ are rounded down, $\frac{1}{2}$ and $\frac{3}{4}$ ratings are rounded up.



Effecting Changes: For some of the steps of the Random Scenario Generator there will be very specific uses for the Strategy Points you just determined. In general, you can use a Strategy Point to re-roll any D6 called for in the steps of the generator, unless otherwise noted below. Any Strategy Point used should be clearly removed from your tally.

1. Choose Armies

Obviously you already determined your army (otherwise we would not know your rating 8-), however, after you determined that, the first issue you can spend points on is opting to use Battle Honours. You can have a maximum of 3 Battle Honours, with the normal restrictions that each must be a different one and each must be given to another unit.

The first Honour will cost you 1 SP. A subsequent one 2 pts, and fielding a 3rd unit with Battle Honours costs an additional 3pts.

2. Determine Engagement type

The way to spend any SP in this step is in what we call a Bid. You can (secretly) select 1-3 dice from the SP pile. When both players have done this they reveal the number of dice, and roll to find the highest result. The player rolling high determines the Engagement type.

In case of a tie, determine the Engagement type as per the standard rules!

When rolling off to find who is attacker / defender in the Attack engagement, either player can re-roll using an SP.

3. Determine Objective(s)

Both players can opt to modify the 2D6 dice by re-rolling one or both dice.



4. Determine Terrain

Player can opt to use 0-4 SP. For each SP used you can move one piece of terrain (OTHER than rivers) no more than 15 cm from its original location (and NO rotating it!!) OR place one of his own features (no bigger than 20x20 cm). Should both players want to move the same piece (or either one NOT want a piece moved or placed!) they use the dice to determine what happens, with the highest rolling player having the choice.

Eg, I will spend 1 SP to move a wood that is blocking LOS on the centre of the battlefield, if my opponent is OK, then I simply register the use of the SP and move the piece. Should my opponent choose to oppose my move then he also spends an SP and we both roll our dice. Should I win or draw! I still get to chance the position of the piece.

5. Determine Deployment

Similar to step 2, this is another 1-3 D6 bid. The player rolling high determines the Deployment type.

In case of a tie, determination is per the standard rules!

Any other rolls called for can be re-rolled using an SP.

6. Determine Special Circumstances

Both players can elect to spend Strategy Points to influence the Special Circumstances roll.

- Each player can opt to roll 1 or 2 additional dice from the SP pile.
- Doubles or 7's rolled only count between the players NOT in your own roll!
- Should there be more doubles on the table then simply apply all circumstances.
- Should there be both doubles and 7's then doubles have priority; should there be more 7's then apply all circumstances.

In addition to the SR points spend determining circumstances, you can elect to re-roll any dice roll called for in the specific circumstances found. Eg, when you determined weather influences you could re-roll the 1 you rolled (High Winds, which would seriously hamper your fliers), hoping for a better result.

Note that you can ONLY re-roll dice called for DETERMINING scenario parameters, eg, should you find

Character	Number of units	Type	SP	Total SP
General	1	Gen	1	1
Hero	2	Her	-	-
Enchantress	-	Wiz	-	-
Flying mounts	-	FM	-	-
Unit				
Bowmen	4	Inf	$\frac{1}{2} + \frac{1}{2}$	4
Men-at-arms	2	Inf	-	1
Peasants	2	Inf	-	1
Graill Knights	1	Cav	-	-
Knights	4	Cav	-	1
Squires	5	Cav	$\frac{1}{2}$	$2\frac{1}{2}$
Running Total				$10\frac{1}{2}$
All troop types			1	$11\frac{1}{2}$
more Heroes			-	
more Wizards			-	
more Cavalry			1	$12\frac{1}{2}$
more Artillery			-	
more Infantry			-	
more Terror			-	
Vanguard			2	$14\frac{1}{2}$
Rearguard			-	
Both			-	
Total				15
(Rounded Up)				

Example of Calculation.

Lets look at Strategy Point calculation with some real life examples. I will pit my Bretonian forces against an O&G force run by Martyn Dorey. And then, to show the difference, offset the Bretonian against the Chaos troops that my youngest spawn Roel played at EuroGT IX, whilst the Orcs face off against Gene, the siege tower's Undead.

yourself on an Ancient Battlefield then the dice-rolls described are PART of the battle, and thus not eligible for rerolls.

7. Deploy Armies

Any dice rolled in this step can be re-rolled spending SP.

8. Determine game length and First Turn

Game length is determined as per the basic rules. First turn however is done similar to step 2 and 5, this is another 1-3 d6 Bid. The player rolling high determines if he will take first turn or not. However, take into consideration that ANY modifiers on 1st turn as determined in earlier steps (like during deployment) will still be taken into consideration!

In case of a tie, determination is per the standard rules!

Any other rolls called for can be re-rolled using an SP-point.

9. Fight the Battle

Any Strategy points left over at the stage (with a maximum of 5SP) can be spent during the game to adjust (one or more of) your command dice rolls. (using SP-dice to reroll one or both of the dice!)

Character	Number of units	Type	SP	Total SP
General	1	Gen	-	-
Hero	4	Her	-	-
Shamans	2	Wiz	-	-
Wyvern	1	FM	1	1
Unit				
Goblin	4	Inf	$\frac{1}{2} + \frac{1}{2}$	4
Orcs	5	Inf	-	$2\frac{1}{2}$
Black Orcs	1	Inf	-	-
Boar Boyz	3	Cav	-	-
Wolf Riders	3	Cav	$\frac{1}{2}$	$1\frac{1}{2}$
Running Total				9
All trooptypes			-	
more Heroes			2	11
more Wizards			1	12
more Cavalry			-	
more Artillery			-	
more Infantry			1	13
more Terror			1	14
Vanguard			2	16
Rearguard			-	
Both			-	
Total				16

Now lets make the same calculation when the Bretonians face Roel's Chaos army. Roel has successfully run this list at various events. He prefers to keep his forces together so declined to field a Vanguard (realising that to do so he would be obliged to have his General command them!)

Character	Number of units	Type	SP	Total SP
General	1	Gen	1	1
Hero	2	Her	-	-
Enchantress	-	Wiz	-	-
Flying mounts	-	FM	-	-
Unit				
Bowmen	4	Inf	1/2+1/2	4
Men-at-arms	2	Inf	-	1
Peasants	2	Inf	-	1
Grail Knights	1	Cav	-	-
Knights	4	Cav	-	1
Squires	5	Cav	1/2	2 1/2
Running Total				10 1/2 _
All troop types			1	11 1/2
more Heroes			2	13 1/2
more Wizards			-	-
more Cavalry			1	14 1/2
more Artillery			-	-
more Infantry			-	-
more Terror			-	-
Vanguard			1	15 1/2
Rearguard			-	-
Both			-	-
Total (Rounded Up)				16

Character	Number of units	Type	SP	Total SP
General	1	Gen	1	1
Hero	4	Her	-	-
Sorceror	1	Wiz	-	-
Chaos Dragon	1	FM	1	1
Unit				
Chaos Warriors	3	Inf	-	1 1/2
Marauders	3	Inf	-	1 1/2
Trolls	1	Inf	-	1/2
Ogres	1	Inf	-	1/2
Dragon Ogres	1	Mon	-	-
Harpies	1	FM	1	1
Running Total				7
All troop types			-	-
more Heroes			-	-
more Wizards			1	8
more Cavalry			-	-
more Artillery			-	-
more Infantry			1	9
more Terror			1	10
Vanguard			-	-
Rearguard			-	-
Both			-	-
Total				10



NECROMUNDA

DUST FALLS

By John French & 'Harry' Harrington

This is the first in a series of articles on a cool Necromunda campaign by Harry and John. It's got new background, mad scenarios and even some modelling lunacy. But first a few words from our sponsor...

WHAT HAVE WE HERE?

Jake: One of my pet beliefs about both Necromunda and Mordheim is that they're both still widely played, but only by secret covens, each of which have sworn never to speak to outsiders. Well I've various plans afoot (some of which may even have borne fruit by the time you read this) to bring you all out kicking and screaming into the burning sunlight. And no, you're not melting. Honest.

An example of the cool stuff that's quietly going on behind closed doors is this little campaign which is being run by some of our Hobby Specialist guys from Direct Sales – the helpful fellows who answer all your queries

when you ring up GW. A secret coven right under my nose, as it were.

They've decided to add detail to one of the locations mentioned in the main rules, and I think they've done a really nice job of it. On top of that they've decided to return to the old idea of using movies, comics and so on as the inspiration for 'cinematic' scenarios, and this has produced some real crackers. The first is included in this issue, along with an introduction to one of the gangs that's taking part. Over the next few issues we'll come back to this campaign to introduce the rest of the gangs and some more of their scenarios, so stay tuned.

Meanwhile, back in the hive...

DUST FALLS

The man paced through the gloom, his footfalls quietly puffing more dust into the already clogged air. The fall had been large and the settlement was smothered beneath a choking cloud, the dust hanging easily on the still air. The feeling of fabric drawn across his face was getting more unpleasant by the second, but it was better than breathing in the fine particles that turned every light in Dust Falls into a haloed orb that glowed with a bile yellow luminescence.

Two figures coalesced out of the dust a yard in front of him, and he had to swing to one side as they passed by, their bent heads, swathed in dust soaked cloth, their goggle covered eyes fixed on the ground just to their front. He let them pass, appreciating the indifference his appearance caused in the Dustfallers. It was one of the few things he liked about the place; how easy it was to be nothing, to be just another faceless 'faller wrapped up against the dust. Apart from this benefit he despised the place more than almost any other scum hole below the wall, but there was profit here, a lot of it, and he was a few dusty paces away from his first slice of that profit.

He could see the light now; a hazy yellow globe that hung in nothingness until he took another step and the dull metal of the wall became visible, the heavy door clamped shut in the hole beneath the light bracket. There was no external guard, a fortuitous piece of foolishness he had not expected, but was grateful for all the same. He stepped forward and rapped as he had been told on the unyielding surface of the door: two sharp quick beats and three long, pausing blows. He waited in the silence after the final blow and prayed to the great-unspecified powers of fortune that the informant had sold him truth.

There was a clunk of metal, a squealing of cogs and the door opened, spilling out smells of sweat and smoke as it hinged back into the bright light and laughing voices beyond. The exclamation of surprise from inside had barely begun to vibrate the air as the lasgun came up and fired a cracking bolt of energy, ionising the dust around the muzzle in a pungent tang. He stepped over the lip of the doorframe, the gun whining and cracking as it spat out energy.

He stood still after a few seconds watching the scene around him begin to change again. The dust had begun to pour into the room and settle over everything, its dull powdery odour masking the stench of burned flesh. The man turned around, his eyes checking everything carefully before hefting his weapon and stepping back into the obscurity of Dust Fall's murk.



BEGINNINGS

John: No one knows exactly where it came from, but in a time now long past a thread of dust dribbled down into the Underhive and began to pile above a dome. Grain by grain that pile grew until the dome beneath it gave way in a cascade of debris. More dust fell and was added to by the detritus of collapsing domes, until the dust had driven a path down into darkness. That time is long past, but the dust still falls in a trickle into the Abyss it opened grain by grain.

It was not long before men came to the opening of the Abyss, but like the Abyss itself the settlement that would be Dust Falls grew by degrees. It began as a clutch of buildings left as base camps for the first few to go down into the Underhive in search of fortune. Then a few more, perhaps as defence against those that returned, changed men. Then guilds smelt profit and opportunity and came and set up camp, and in their wake came their Watchmen and the gangs who come to any centre of Humanity like wasps to honey. So Dust Falls was born. Spreading at first along the rim of the Abyss, where the first dome had collapsed, and then down into the twisted structures of the tunnel's walls beneath the rim. When it became known as Dust Falls is not known, but at some point it acquired the name and it has been so ever since.

STRUCTURE

The physical focus of Dust Falls, and the reason for its existence, is the ragged, plunging shaft that is known as the Abyss. It begins some distance below the wall, blooming out of nothing like a worm-burrowed hole in a spotless fruit. It is at the point where the shaft begins that the settlement of Dust Falls is located. From this beginning the Abyss goes straight down to the hive bottom. The width of the Abyss varies from between half a mile on some stretches to only fifty yards at others. The rim of the Abyss around and beneath which Dust Falls is built was perhaps a hundred and fifty yards in diameter. Over time though the constructions of the inhabitants has contracted the diameter of the hole to perhaps a hundred yards.

The main bulk of Dust Falls is centred on the Abyss spreading both outwards from the rim and downwards for a fluctuating distance below it. While much of Dust Falls is simply the persistent type of scratched together slum that makes up almost all Underhive settlements, there are two areas which have an importance and character all of their own and so have names. These areas are 'The Gates' and the 'Haggle Market'.

The Gates are, strangely enough, not on the periphery of Dust Falls but right at its empty heart. The Gates is the area which directly borders onto the Abyss, and this area is spiked with gantries, jetties and cranes that jut out into it. Huge coils of plasteel cable lie on drums that are turned by alcohol powered engines. These belch caustic fumes out as they coil and un-coil thousands of feet of cable, polluting even more the already clogged air. For it is here that many fortune seekers come to buy their passage down into the Abyss aboard one of the welded cages that dangle below every jetty. The 'Gates' themselves are the gates that stand at the landward end of every jetty. Most have no physical barrier as such, just a crude frame daubed with the owner's name and the tags of the gangs he pays for protection. Anyone passing through a gate into the Abyss must pay a toll to the owner of the gate, a toll that includes a commission to the guild for being allowed to charge the toll. The tolls are often for both entry and exit through the gate, but some charge a return toll payable if and when the traveller returns. Returning and failing to pay because of an unprofitable expedition results in the returnee being hung from the underside of the jetty. There are many fragmenting corpses grinning warnings at those who descend past them in the swaying cages.

Of course, no single cage can take a treasure seeker all the way to the bottom of the Abyss in a single drop, but there are several waypoints at various depths, formed around convenient protuberances from the Abyss wall. From these points a treasure seeker can set off to plunder

whatever deep level they are on, or begin the treacherous descent to the hive bottom itself. Those that are foolhardy enough for the second option must travel down through the twisted wreckage that makes up the Abyss's honeycomb-like walls. Such a journey can take a long time and so the high prices charged by the gatekeepers of the deepest travelling cages is often willingly paid by fortune seekers who wish to keep their journey to the depths of the Underhive as brief as possible.

On returning, anything of value found since passing through the gate must have a tariff paid on it to the Guilders whose representatives assess the tariff required based on the value which they place on the items. There are, of course, many gates, and only so many Guilders, making bribes to let explorers pass a gate with undeclared booty a common source of profit for gatekeepers. The penalty for passing through a gate without paying the tariff on items of value is to be summarily thrown into the Abyss and gatekeepers found to be taking bribes are hung from their own gate until there is nothing left hanging. This makes the bribes they require fairly steep, but even so it's often cheaper than paying the Guilders. The Guild also reserves the right to purchase any archeotech at the price they assign. Failure to comply results in the long fall into the Abyss.

Haggle Market, or simply "the Haggle" as it's often known, is a small area centred on the open space next to the Guild House. Here, licensed traders barter and sell, and profit flows (mostly into the Guild coffers). Some is the Guild-controlled trading of items brought up from the Abyss. The overwhelming majority of the trade though is to those about to venture into the Abyss. All manner of equipment, in varying states of repair, is on offer – from Van Saar made envirosuits to luminescent snake venom sticks. Again, the Guild dominates Haggle Market, but traders offering other services such as surgery, writing, fortune telling and the ubiquitous booze sellers, their huge crazed glass jars lashed onto their shoulders, also ply their trade in the Haggle.

POWER & AUTHORITY

Dust Falls is a place of wild dreams and crazed ventures, but it is also a place of great potential wealth and as such has always been dominated by two power blocks; the Guild and the Underworld. The Guild keeps as tight a hold on Dust Falls as it can using its licensing of gates and control of tradable goods brought up from the Abyss as a means to keep the settlement in hand. Not that this control is easy or without conflict. The Guild relies heavily on agreements with local gangs over protection rights to the gates to maintain their authority. If this relationship were ever to fail the Guilders' grip would slip, as their means of enforcement became less keen to carry out their duties.



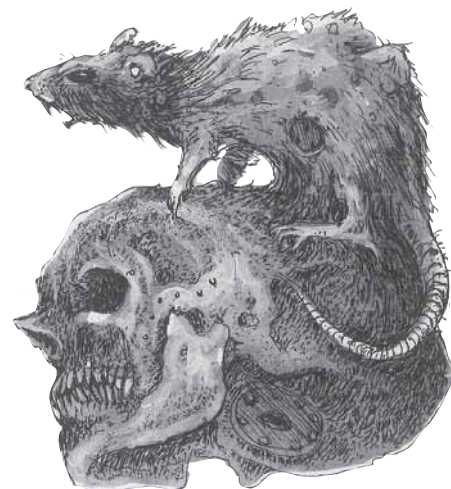


The other major power in Dust Falls are the networks of smugglers, illegal traders and extortionists who run their operations like a shadow of the official Guild operation. In fact the two worlds of Guild and Underworld frequently intertwine and become difficult to distinguish. Usually both sides tolerate each other as long as the one does not threaten the continued existence of the other. If the Guild clamps down too harshly on smuggling of goods from the Abyss, a violent and usually short war will result, in which gates will be destroyed, Guild property smashed and goods stolen. If the Underworld begins to bypass the gate tariffs to such an extent that Guild profit is reduced, kill-teams will be dispatched and the Underworld will be culled until the equilibrium is re-established. It is an unlikely, but symbiotic, relationship bought in blood over many decades, and the details of exactly what each side can do within its boundaries have been honed to a fine art.

The official keepers of the peace are hired by the Guild from local gangs and are divided into two types: Watchmen and Gateguards. The Watchmen are charged with keeping the peace within the settlement boundaries (though they care little for what goes on its margins or outside) and it is a position that is bartered for ferociously between the gangs and the Guild as the benefits of enforcing the peace in Dust Falls can turn a gang's fortunes in the Underhive. The Gateguards are unique to Dust Falls and are charged with ensuring that gate tariffs are paid. They are also charged with the defence of Dust Falls from anything that might decide to creep up out of the darkness below, hence gangers from the Gateguard gangs man the weapons that are mounted on gantries extending out over the Abyss, their muzzles trained on the depths.

THE HOUSES

Gangs from all the major houses are present in Dust Falls, many function as Guild or Underworld muscle (sometimes both). Others come in the hope of buying passage down into the Abyss and returning wealthy. Whatever draws them, the number of gangers in Dust Falls is huge with each controlling territory in and around the main settlement. The amount of creds and goods that pass through the empty-hearted town is such that war between the gangs is almost constant. Much of this conflict takes place on the margins of Dust Falls, but it is not uncommon for a dispute over gate protection rights to result in raids on the gate in question, or gunfights in the streets.



THE BASICS

Setting a Necromunda campaign in and around Dust Falls gives players the opportunity to experience a slightly different campaign from what they might be used to, but at the same time can be run without having to convert loads of new miniatures or scenery. It can also serve as a jumping-off point into a very much more demanding Hive Bottom campaign.

If you do decide to run a campaign in and around Dust Falls the following modifications are made to the relevant sections of the rulebook.

Starting a Gang:

All gangs may buy flugs/respirators at the initial point of gang creation. These are essential for life around Dust Falls.

Territories:

Substitute the Waterstill and Spore Cave territories with the 'Gate into The Abyss' territory. This territory earns the gang D6 x10 creds and has no special rules.

Scenarios:

All scenarios remain unchanged with the exception of 'The Raid'. A Raid is automatically a raid on a gate, even if the defending gang does not have a gate territory – one of their other territories includes the vital approaches to one.

The set up for the game is different from normal:

- One third of the table is covered with a black cloth. This represents a portion of the Abyss. Any model falling into the Abyss is automatically killed.
- A 6" by 3" gantry must be placed extending out into the Abyss. This is now the objective of the raid.



FALLING DUST

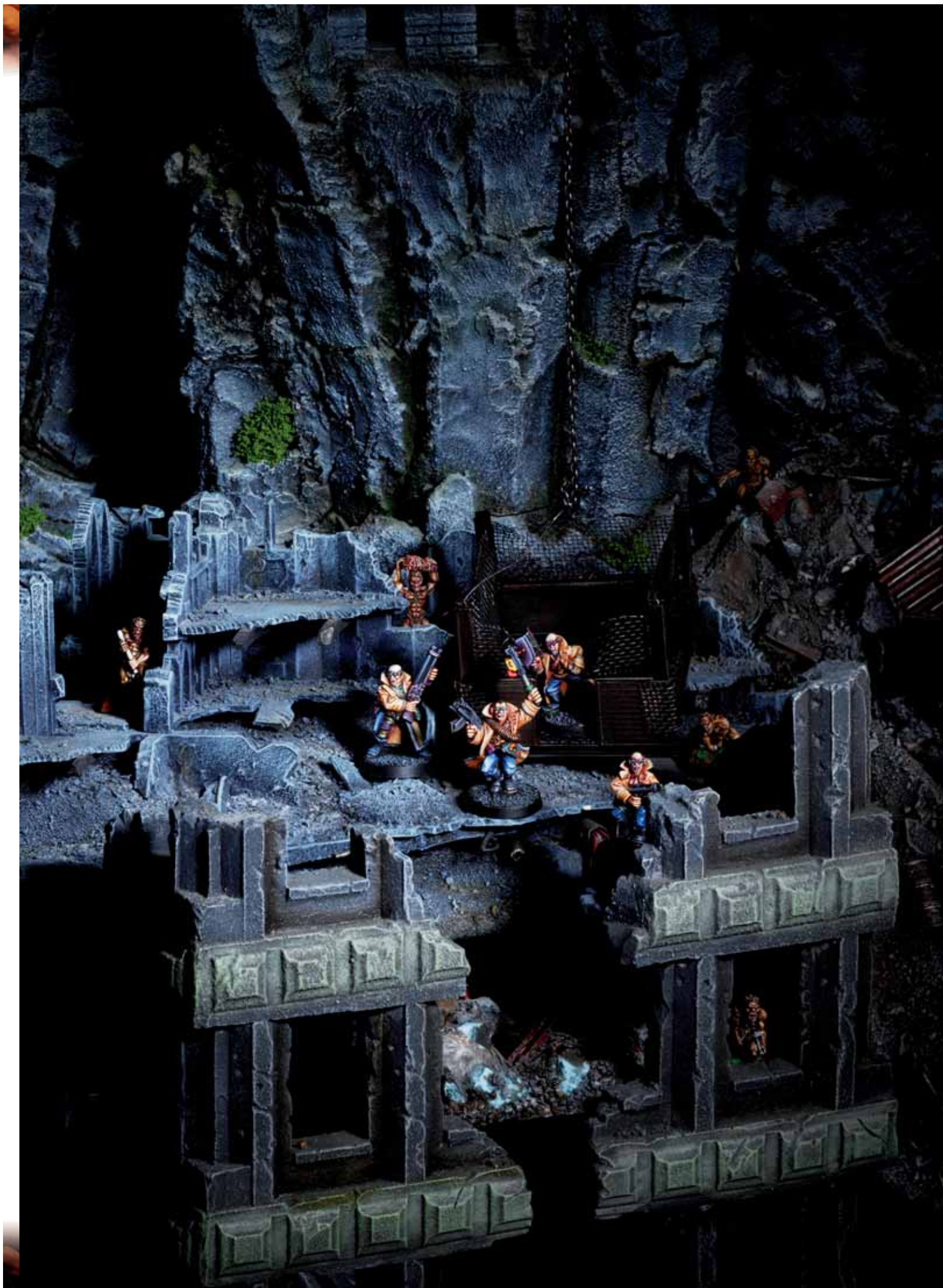
FALLING DUST:

Dust pervades everything in Dust Falls, as you might expect, and the fine grains that cleaved the Abyss still fall from above. To represent unique conditions of Dust Falls roll a D6 on the following table before each game:

RESULT CONDITION

- | | |
|-----|--|
| 1-2 | Settled Dust: Everything is coated in a thick layer of dust, but the air is clear and so no special conditions apply. |
| 3 | Light Fall: A recent fall has filled the air with swirling dust, imposing a -1 to all ranged To Hit rolls. |
| 4 | Heavy Fall: A large cascade of dust has plunged down into the Abyss filling the air with a thick cloud of dust that clogs up and short-circuits machinery. There is a -1 To Hit on all ranged attacks and all weaponry decreases its Ammo roll value by 1 (a las pistol, for example, goes from passing an Ammo roll on 2+ to passing on a 3+). |
| 5 | Dust Devils: Air currents have whipped up the dust into small vortices that Dustfaller's call devils. Place D3 standard Blast markers on the table. Each moves 2D6" in a random direction at the start of each player's turn. Any miniature touched by a marker is pinned and must make an Ammo roll for any ranged weapons they have. A miniature touched by multiple markers must make an Ammo roll for each marker. Dust devils do not obscure line of sight but do impose a -1 penalty to hit on any ranged attacks that pass through them. |
| 6 | Dust Avalanche: A great surge of dust has exploded into the upper sections of the Abyss, turning it into a land populated by strange, half-glimpsed shapes. All ranges and line of sight are reduced to a maximum of 8", all weapons reduce their chance of passing an Ammo roll by 1, and all weapons must make an Ammo roll before the game begins. |

Note: The conditions above are always rolled before a game in a Dust Falls campaign and if treacherous conditions are being used (see Fanatic Magazine Issue 4) they are taken in addition to the conditions imposed by the table above.





Part of Harry's Delaque Gang, known around these parts as The Regulators

THE LOCALS

Jake: This month we're looking at just one gang: Harry's Delaques, known to the locals as The Regulators.

THE REGULATORS

Harry: As Jake already mentioned, when we started to organise our campaign we decided that a 'cinematic' theme would be cool: a game where larger than life heroes and dramatic set piece showdowns would be the order of the day. But to play in this dramatic environment we needed dramatic gangs too, so when it came to my turn to start one I searched high and low for a good image. I found it in the Old West.

My Necromunda gang will look strangely familiar to anyone who's ever seen a Western movie as the generic gang of gunslingers who roll in out of the dust to cause trouble. Sounded just right for me! I really liked the idea of the gang of self-styled marshals (or maybe real ex-marshals) who upheld whatever law paid them the most, so the long duster coats and cowboy hats was the uniform of choice (Delaques with some Green Stuff hats would do nicely). All they needed was a name, and after rummaging around in the Old West a bit more, "The Regulators" were born. These hired gunmen hide their true colours behind the silver stars on their chest and a book of law in their breast pocket. The Delaque skills also fitted really well with the background idea; using stealth and secrecy coupled with good shooting skills really felt right for my low-down dirty wannabe lawmen.

With the overall idea in place I now had to work out the details, and this is where I slide away from the norm. I decided early on that I didn't want to have a Heavy in my gang – it didn't sit well with the theme and not taking one also freed up some points for a few more men (quantity has a quality all of its own).

I also steered away from exotic weaponry; lasguns and shotguns are reliable as well as packing enough punch for most guys. Of course, my leader has a couple of bolt pistols for show, but overall it's a pretty basic force.

The only twist to this basic motto is my Ratskin Scout Hired Gun who I think fits the theme well, as well as helping in the game. So here they are, The Regulators, ready to chew gum and kick ass (and guess what – they're all out of gum).

A note about WYSIWYG. In both Mordheim and Necromunda, gangs that have a strong theme look really great as it marks them out as much more than just a bunch of individuals. Even so, the figures themselves are a lot more varied and changeable than in our other game systems. Over the course of three or four games a Juve may well change his weapons a couple of times, reach the rank of Ganger and end up with a bionic eye.

Personally I make sure that if a guy has a lasgun on the page, there's a lasgun on the model, but I'm not as stringent about the scar on his left cheek, two frag grenades and a pet ferret called Cecil he keeps in his left pocket. If you point out that 'Big John' is carrying grenades and that the Juve figure with two handguns is actually only carrying one I don't think that's a problem. The beardy "oh by the way that Juve figure is actually my second Heavy and the pistol he is carrying transforms into a lascannon" halfway through the game should be frowned on (and by frowned on I mean "hit repeatedly then forced to eat the figure in question"). With the introduction of the individual weapon hands for some gangs, converting has become even easier. But in skirmish games a figure has a high probability of dying every other week and as long as they look the part I don't see the Gaming Police coming to take you away if something's less than completely perfect.

THE REGULATORS



First is my leader, Nathan Stryker, equipped with twin bolt pistols and frag grenades

I really like the look of the Scum with twin bolt pistol and, with the addition of a cowboy hat, he fits in well with the rest of The Regulators.

As I don't feel that a Heavy fits in with the background of my gang I can afford a few extra Gangers.



I prefer to start with a uniform look and feel to my gang and let the colour and detail fill itself over the campaign. For this reason, all my Gangers are either carrying lasguns or shotguns with hotshot rounds. Four of each of these form the core of my gang.

The Juvies also follow the uniform feel of my gang with either a stub gun or autogun and their free knife. If these guys survive a few battles then I may start giving them some more expensive equipment. These five willing victims are the up-



close-and-personal section of the force (along with my leader), so they're either going to get lots of experience or die trying. Either way I don't intend to splash out on loading them up with expensive gear until they've proven their worth.



Finally, to finish of the gang, I have taken a Ratskin Scout. I really like the look of the crouching Ratskin with the shotgun and I think having a Scout fits well with the background of my gang as well as giving the opportunity of gaining free territory and assisting before the battle.



With 15 figures in my starting gang I should have the advantage of numbers over most of the guys I'm facing and therefore be less likely to bottle.

Once I start winning a few games I will spend the cash on upgrading the gang's equipment rather than adding to their numbers. This also means that if some of my guys start getting skills that make them stand out I can equip them as they require.

PAINTING THE REGULATORS.

I decided on a very uniform feel to my gang, so except for a few bandanas they are all wearing jeans, grey T-shirts and sandy (dusty) dusters. This made for an easy painting scheme that was quick to do and looked good when I'd finished.

After a quick addition of a hat made from green stuff. The jeans were painted dark blue with codex grey added to highlight. The T-shirts were 50/50 codex grey and chaos black with a highlight of codex grey. The dusters, hats and other leather sections on the model were painted scorched brown and then highlighted up. Boots and leather were done with a 50/50 scorched brown and snakebite leather mix. The dusters and hats were highlighted up through to bleached bone with a final skull white dry brush to really give that dusty look. Finally the entire figure was given a wash of chestnut ink to dirty up their look and give some shading and contrast.



PRECINCT 1313 - LUCKY FOR SOME

The sergeant lounged in his chair, idly belching smoke from his cheap lbo stick, both feet resting on the edge of his desk. "Told ya not to come back into my territory," he gloated, turning to look through the bars of the holding cage at the gangers he had imprisoned. "Warned ya twice, yet ya still thought ya could get past sergeant Rosco".

Leaning back even further, the chair creaked ominously, straining against the pressure of his bulk. "Guess you guys are just gonna sit there and rot till the Judgement Wagon rolls through, then we're gonna hang the lot of you". Rosco glanced across at his deputies who all laughed on cue.

At this last verbal sally, the leader of the Executioners tipped back his hat and whispered a retort. "Don't you have bigger fish to fry than us?"

Rosco rocked with laughter, almost losing his balance "What could be bigger than taking down Nate Krieger and the infamous Executioners?" he said, the grin splitting his face ear to ear.

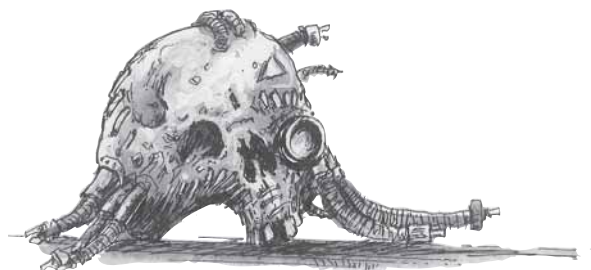
"Well... maybe they would be a bigger problem than little old us!" Nate nodded towards the security monitor on the table and as he saw what it showed, Rosco's grin froze on his face. Plague Zombies, dozens of them, climbing from the sewer grates and heading for the Precinct House. "You know", said Nate, "this might be a good time for you and me to come to some sort of a deal – unless you and your three deputies think you're up to the task on your own..."

This scenario represents the local law and one or two gangs of ne'er-do-wells fighting side-by-side against a horde of slobbering Zombies. For the gangers, holding the Zombies off will make their names in the area and hopefully get the Law off their backs. For the Enforcers it's all about saving their own necks...

GANGS

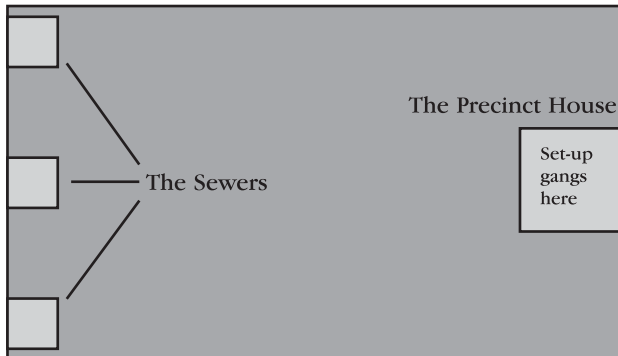
One player (or the Campaign Arbitrator) is the Zombie Master controlling the horde of Plague Zombies – see below for numbers. The other players control one of the gangs at the Precinct House and are equipped as normal, having been re-armed for the fight by the nervous Enforcers. The scenario is designed to be played with multiple gangs. The Gangers start anywhere in their deployment zone.

There are only 4 Enforcers present, including Sergeant Rosco. These can either be controlled by one of the players not already involved, or by the Campaign Arbitrator. The Enforcers start in (or on) their Precinct House.



TERRAIN

There is a 12" square deployment zone against one table edge that must only have one building in it (no walkways or barricades). This is the Precinct House where, until a few moments ago, the gangs were imprisoned. Against the opposite edge place three Sewer markers (I use 2" diameter circles of black paper), which are the objectives. Then one gang player and the Zombie Master take turns placing terrain. For this game it is suggested that you use a 6' x 4' table, as it will get crowded very quickly.



ZOMBIES

Total up the number of non-Zombie models involved (including Enforcers) then multiply by five. This is the total number of Plague Zombies allowed on the board at any one time (so you will need a shed-load of Zombie models). The Zombies start with D6 + number of enemy gangs (including Enforcers) at each entry point.

You may either use the rules below for the Zombies, or the more complete ones that come with the Scavvy gang in next issue.

Weapons: Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	1	1	5

Special Rules

Zombie Shuffle: To represent their unpredictable gait Plague Zombies move 2D6" in the Movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

No Pain: Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear: Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve.

STARTING THE GAME

The Zombie Master goes first, at the end of each of his turns he places D6 more Zombies at each entry point.

RESERVES

When a Plague Zombie is taken out of action roll a D6. On a 4+ he goes back into the reserves and can be used again.

ENDING THE GAME

As the gangs are desperate to hold against the tide of Zombies they re-roll any Bottle tests. If a gang does bottle for any reason then the word goes round that they ran, as such they only gain half the income from their territories next turn, and run the risk of losing territory. The only way to win the game is for the defenders to seal the sewer grates and stop more Zombies coming through. To do this they need to be in base-to-base contact with the grates and at least 6" away from any Zombie not in combat. At the end of the turn roll a D6. On a 4+ the grate is sealed. Once all the grates are sealed the game is over.

EXPERIENCE

Fighters who take part in the game earn Experience as follows:

+D6 Survives: If a fighter survives the battle then D6 points are earned. Even fighters taken out of action receive Experience for taking part.

+2 per Zombie killed

+10 per sewer grate closed: Each model who successfully closes a grate gains 10 Exp.

+10 Winning gang leaders: If the defenders win, any gang leaders left on the table gain 10 Experience (out of action doesn't count as the other gang leaders take the credit).

SPECIAL

If a gang bottles and the defenders still win, then the word goes round that they're chicken. Each winning gang rolls a D6. On a roll of a 6 they gain one of the bottling gang's territories as if they had defeated them 3/1 in a gang fight.

Authors

Mark "Harry" Harington and John French both work in Direct Sales. Where the Dustfalls campaign is currently being played.

Further Information

Watch out for more Dustfalls articles in future issues. The Necromunda: Underhive rulebook and figure range can be purchased from can be purchased from Games Workshop Direct, see the How To Order pages for more information.

Website

www.Necromunda.com

PICK A CARD, ANY CARD...

Part 2 By the Warmaster Players Society

This is the second part of our article on the use of cards to randomise magic items and tactics in games of Warmaster. This is a system based upon the Warhammer Player Society's own campaign system, and has been used successfully in several events to date. Last month we presented the magic item deck, this month we complete the series with the tactics cards. Full details on using these cards can be found in issue 7 of Fanatic magazine, so check there (or download the article from www.warmaster.com) for more information.

Also, don't forget that... the card missing from the deck and card back are presented here in true Warmaster scale. Alternatively you can use the cards presented on page one...



BUSHWACKERS

Cost: +10 points

Play on any unit.

Unit suffers no Command penalty for distance from the commanding character. Does not apply if unit part of a brigade.

RELUCTANT

Cost: -10 points

Play on any unit.

Unit has a -1 Command penalty unless part of a brigade.

TIRED MOUNT

Cost: -10 points

Play on any character mount.

The mount is so tired that it will not advance after winning a mêlée (pursue as normal). Any unit accompanied by the character may advance as normal.

MAGICAL BEAST

Cost: +20 points

Play on any monstrous mount.

The mount can cast spell as per a wizard but at a +1 to the casting value required. Spells normally requiring a 6+ to cast cannot be by the magical beast.

INJURED MOUNT

Cost: -10 points

Play on any character mount.

Mount has -1 Attacks to it's profile.



RAVENOUS BEAST

Cost: -10 points

Play on any monster mount.

The beast will not pursue or advance, but remain to eat its kills. The unit may pursue/advance as normal.

WEAKLINGS!**Cost: -30 points**

Play on any unit

These weak troops have 1 less hit per stand than usual. No unit can ever have less than 2 hits per stand.

HATRED

Play on any Infantry or Cavalry.

Any Drive Back roll moves the unit towards the shooters. This may bring them into combat. This counts as an advance charge. The unit is still confused on a roll of 6 and routed as normal. Troops normally never driven back are unaffected.

NUFFIN' SPECIAL!**Cost: 0 points**

Play on any unit.

No effect

HARD AS NAILS!**Cost: +60 points**

Play on Infantry or Cavalry.

Increase units hits by +1 per stand to a maximum of 4 hits per stand for the entire battle.

WET STRINGS DAMP POWDER**Cost: -10 points**

Play on any shooting unit.

All shooting from this unit is at -1 to hit for the entire game.

SHARP SHOOTERS**Cost: +15 points**

Play on any shooting unit or Artillery.

The unit gains +1 to the To Hit roll when shooting. Minimum roll of 3+ to hit.

INSPIRATIONAL TACTIC

Play before the game.

Your opponent may not play any Tactics cards this game. Magic item cards are played as normal.

CHANGE OF PLAN!

Remove all Tactics cards played on enemy units not characters and return them to the deck. The points values are ignored but the cards count towards the total number played

HESITANT**Cost: -25 points**

Play on Infantry or Cavalry.

The unit may not pursue or advance

**VALUABLE
PELT****Cost: 0 points**

Play on any monstrous mount.

So valuable is this monster's hide you may claim an extra Magic Item card after the game. If you can kill this beast...

BEASTMASTER**Cost: 0 points**

Play on any monster mount.

Use this card to negate any Tactic card already played on the character.

**AWKWARD
MOUNT****Cost: -15 points**

Play on any monster mounted character.

So difficult to control is this mount that it distracts its rider. The character's Command value is reduced by 1 and any spell attempts are also at -1.

**VICIOUS
BEAST****Cost: +15 points**

Play on any flying character mount.

This mount is so vicious it gains +1 Attacks.

**FAST MOUNT****Cost: +10 points**

Play on any mounted character.

If contacted by the enemy this mount is so swift it can fall back 60cm to friends.

**IMMATURE
MONSTER****Cost: -50 points**

Play on any monster mount.

This monster's a bit small. Does not cause *terror*.

**TERRAIN
OBJECTIVE****Cost: +50VPs**

Play on any terrain more than 20cm from any troops and not in a deployment area or is impassable.

Which ever player is in sole possession of this terrain piece at the end of the game gains.

**DENSE
UNDERGROWTH**

Play face down on any wood.

Revealed when a unit enters the wood. So dense is the undergrowth here this wood is impassable to **all** troops.

BARE HILL

Play face down on any unoccupied hill.

Revealed when a unit moves onto the hill. This hill is so bare it confers no defended status in combat. Still counts defended status for shooting.

HAUNTED TERRAIN

Play face down on any unoccupied terrain feature.

Revealed when a unit enters the feature. Evil spirits inhabit this place any unit partially in the feature suffers an additional -1 to command it.

EMPLACED GUNS

Cost: +5 points

Play on any artillery.

Unit counts as fortified and gains +1 Attacks. Benefit is lost if the unit moves



MAGICAL CHARIOT

Cost: -15 points
One use only

Play on any chariot-mounted character.

Any wizard within 20cm of the chariot may add +1 to the casting roll of a spell.



SQUEEKY WHEELS

Cost: -10 points

Play on any chariot mounted character.

Every turn the character rolls a d6 on a roll of 1 or 2 the wheels fall off! The character now counts as on foot.

CLUMSY RIDER

Cost: -15 points

Play on any monstrous mount or chariot mount.

The rider is so inept that any misses they make in combat or from shooting are re-rolled as attacks against their own unit.



SPIKED VITALS

Cost: 0 points

Play on any unit.

The units rations have been spiked they start the game confused. May not move on Turn 1.



ARRIVE EARLY

Cost: 0VPs

Play on any terrain feature after rolling for table edge and before deployment. You may move any 1 terrain piece that is not occupied by a unit, up to 20cm.

OH NO YOU DON'T!

Play immediately after an opponent has played a card to remove it. Neither card counts towards the total number of cards that may be played.

ROYAL PHYSICIAN

Cost: +10 points

Play on any character.

The character may remove any 1 Tactic card played on your army.

IT'S AN ORCHARD

Play face down on any wood.

Revealed when a unit enters the wood. This wood is an orchard, counts as open terrain for command, and confers no defended status. Line of sight is increased to 10cm.

WOT'S TACTICS DEN?

Cost: 0 points

Play on any character.

No effect

YOU ARE HERE!

Cost: +10 points

Play face down on any unoccupied dense terrain feature.

Revealed when a unit enters the feature. The first unit entering this terrain does not suffer the -1 Command for dense terrain. Add this card to the unit.

STUBBORN LEADER

Cost: +10 points

Play on any character.

Any unit joined by this leader subtracts 1cm from a push back distance in combat (possibly making a defeat a draw) and reduces drive backs by 1 dice.

INCOMPETENT LEADER

Cost: -10 points

Play on any hero or wizard.

Character blunders on a roll of 11 or 12.

**CAVALRY COMMANDER**

Cost: +5 points

Play on any hero.

The hero adds +1 to command once per turn when ordering cavalry or chariots only. But always suffers a -1 to command monsters.

**YOU ARE HERE!**

Cost: +10 points

Play face down on any unoccupied dense terrain feature.

Revealed when a unit enters the feature. The first unit entering this terrain does not suffer the -1 Command for dense terrain. Add this card to the unit.

FAMILY TITLE

Cost: 0 points

Play on a General.

This General has a grand title. Has no effect.

**WISE LEADER**

Cost: +15 points

The character may roll one extra dice once per game to command or cast magic and choose which one to discard.



ADEPT

Cost: +15 points
One use only

Play on any character.

A wizard may add +1 to casting roll.
 A Runesmith adds +1 to dispel attempt. A non-wizard may cast a spell at +1 to the casting value.

**LEGENDARY LEADER**

Cost: +15 points

Play on any character.

Declare before using.

The Command roll total is reduced by -1.

One use only

**RASH AND IMPETUOUS**

Cost: -15 points
Counts as 2 cards

Play on any hero or wizard.

The character must move to join a combat if there is one within 30cm of them.

DECISIVE COMMANDER

Cost: 0 points
Counts as 2 cards

Play on any character.

No effect.

**AESTHETIC**

Cost: +20 points

Play on any Hero except a Runesmith.

Character has an innate 5+ dispel ability that can be used once per turn.

RAISED FROM THE RANKS

Cost: 0 points

Character is +1 to command Infantry or Artillery once per turn, but always suffers a -1 to command cavalry and chariots.

CAVALRY COMMANDER

Cost: +5 points

Play on any hero.

The hero adds +1 to command once per turn when ordering cavalry or chariots only, but always suffers a -1 to command monsters.

**COUNCIL OF WAR**

Cost: +5 points

Play on general.

Immediately remove one Tactic card played on your army and draw another from the deck.

DISLOYAL

Cost: +15 points

Play on any unit.

This unit is of dubious loyalty it cannot be ordered if more than 20cm from the character even if part of a larger brigade.



BUSHWACKERS II**Cost: +10 points**

Play on any unit.

Unit suffers no Command penalty for distance from the commanding character. Does not apply if unit part of a brigade.

TRIGGER HAPPY**Cost: -15 points**

Play on any unit.

The unit must fire at the nearest visible unit, friend or foe in the Shooting phase. No further effect after firing at the enemy

BLOOD LUST**Cost: +20 points**

Play on any unit.

Unit gains an additional +1 Attacks per stand when pursuing.

SUPER KEEN!**Cost: -10 points**

Play on any unit.

The unit must use Initiative to charge, must pursue and advance if possible.

CAUTIOUS**Cost: -20 points**

Play on any unit.

Unit suffers the -1 Command penalty for proximity to enemy within 40cm not 20cm. Does not affect Undead.

CHAINED GUNS**Cost: +5 points**

Play face down on any artillery.

Revealed when unit is attacked in combat the unit counts as defended. Does not count for shooting or magic.

LOOTERS**Cost: -15 points**

Play on any unit.

The unit counts all Command range penalties as one greater unless part of a brigade, eg, -1 at 0-20cm, -2 at 20-40cm.

FATIGUE**Cost: -15 points**

Play on Cavalry or Chariots.

Remove one stand from the unit if it makes an advance move in the Combat phase.

DRILLED**Cost: +20 points**

Play on Infantry.

Unit counts as defended for the 1st round of combat even if in the open.

HOMESICK**Cost: -15 points**

Play on any unit.

Unit always rolls once extra dice when calculating drive back distances.

VICIOUS FIGHTERS**Cost: +15 points**

Play on any unit.

Unit gains +1 Attacks per stand in the 1st round of each combat including advances.

TRAPS**Cost: +40 points**

Play on Infantry or artillery.

The unit has laid traps, every stand attacking this unit in combat suffers 1 shooting attack with no save allowed. Any roll of 6 to hit will result in the whole attacking unit becoming confused.

POORLY LED**Cost: -15 points**

Play on any unit.

The unit cannot be given orders when within 20cm of the enemy but may use Initiative. Does not affect Undead.

LOYAL**Cost: +20 points**

Play on any unit.

The unit will automatically pass its 1st order from the General if within 20cm of them. Counts as 1st order for subsequent Command rolls.

MONSTER SLAYERS**Cost: +20 points**

Play on any Infantry or Cavalry.

Unit gains +1 Attacks per stand when fighting monsters.

STAIWART**Cost: +20 points**

Play on any unit.

Unit does not suffer drive backs from shooting. Roll for confusion as normal.

UNTRAINED FIGHTERS**Cost: -10 points**

Play on any unit.

The unit does not receive the +1 Attacks for charging. Chariots and Monsters still receive the additional +1.

DISCIPLINED**Cost: +20 points**

Play on any unit.

Ignores -1 Command penalty for proximity to enemy.



TYRANID TACTICS

By Owen Barnes

Since first appearing in Battlefleet Gothic Magazine, the Tyranid fleet has undergone a number of evolutionary leaps until at last arriving in its finished form in Armada. Those of you that have followed this journey will have no doubt evolved your playing styles, as I have to match the varied nature of the hive fleet. This article covers my own experiences using Tyranids in Battlefleet Gothic as well as lessons I've learned using this very versatile and unique race.

TYRANIDS IN BATTLEFLEET GOTHIC

Of all the fleets that battle between the stars of the 40k universe none are quite like the Tyranids. Perhaps the most significant difference is that unlike the other races of the 41st millennium Tyranids are a void dwelling species, only approaching planets to feed and then continuing their long hunt through across stars. Rather than the huge technological constructions of most races, Tyranid ships are themselves living vessels, ranging from small organisms to mighty hive ships, vast creatures that have been grown rather than built. In Battlefleet Gothic, this living, growing fleet is reflected in the variety and choice players have, when not only constructing their ships for play but also in creating their own unique models. While other fleets are limited with ship types and classes, a Tyranid player can tailor their ships to face their opponent or to suit their own style of play. It is this ability to create your own hive fleets that characterises the Tyranids and defines them as a potent force to both play and face.



The fighting style of Tyranids throughout the 41st millennium makes them ideally suited, closing with their foes and tearing them apart in close quarters, and hive fleets in Battlefleet Gothic are no exception, armed with an array of nasty short ranged weaponry such as bio-plasma, feeder tentacles and massive claws. These factors combined with special rules, such as doubling their boarding value and adding +1 to their hit-and-run attacks make them all in all arguably the deadliest of the races when it comes to close ship to ship combat. Their relatively slow speed and poor manoeuvrability can seem at odds with the ability to close and catch enemy vessels. As we will examine below, however, when your vessels are amongst the enemy, the slower speeds of Tyranid ships can be a valuable asset.

We begin our look at the hive fleets by examining their organisation and how they differ from those of more 'mundane' races. We will also go through the building blocks of the fleet list itself, coving weapons, vessels and bio-upgrades. Finally delving into tactics, we will look at the fleets strengths and weaknesses as well as how they fair against the different races of the 40k universe.



Fleet Organisation

While Tyranids are essentially a single galaxy-spanning organism, in Battlefleet Gothic they fall into two distinct formations: The Hive Fleet and the Vanguard Fleet. While they share many of the same special rules and several ships, these two kinds of fleets are different indeed, offering their own range of strengths and weaknesses. The hive fleet, which could be considered the main kind of Tyranid fleet, is what we will mostly be exploring in this article. This kind of fleet offers the complete range of Tyranid vessels, from the largest hive ships to the smallest drone escorts, as well as the broadest array of tactics and options. The vanguard fleet on the other hand is just what it sound likes: a scouting fleet consisting of those ships that the Hive Mind sends forth to find fresh sources of food. This kind of force is very different to that of the main fleet and as such we will have a look at its tactics as well as some tips for creating balanced vanguard fleets later on.

Tyrannids are also unique in the way their fleets are organised. Whereas the fleets of other races must work from the bottom up, meeting a required number of cruisers to allow them to take battle cruisers, grand cruisers and battleships, Tyrannids are limited instead by the amount of hive ships they field. This structure means that when constructing your fleet, how many hive ships you choose and how many points you decide to spend on them becomes very important. It might be tempting to put all your faith in a massively expensive hive ship, bristling with weapons and bio-upgrades, however, as we'll take a look at in the tactics, this kind of one-trick pony can prove very limiting and lacking in versatility. I have found the key to constructing Tyrannid fleets is always versatility, creating not so much a fleet of ships as a single organism designed for a single purpose: destroying your enemies.

TYRANID WEAPONS

To understand how the Tyrannid fleet really works the best place to start is to get to know their weapons. While some of the Tyrannid weapons are comparable to those of other fleets, they are all different enough to warrant some close examination and will be important when it comes to deciding how to best use your vessels in battle. Each of the Tyrannid's weapons has its own merits and flaws. Some of these weapons are highly specialised in their application, excelling at a single task; while some are so different to those of other fleets they are totally unique to the Tyrannids themselves. Here we take a look at each of the weapons and their varied uses:

Bio-plasma

The Tyrannid version of lances comes in the form of short ranged but deadly bio-plasma. While bio-plasma only has a range of 15cm, its ability to ignore shields can be devastating when used in large numbers, either from the massed spines of a hive ship or a large shoal of escorts. Bio-plasma is also well suited to destroying escorts, where its bypassing of their shields robs the small ships of half their durability. It can be tempting to take as much bio-plasma as possible in your fleet, especially after seeing what it can do in the right circumstances; this will probably mean you will spend a lot of your time trying to get your vessels into range and a decent firing arch, and invariably not doing a lot of shooting. Bio-plasma is defiantly something to include in your fleet, but not at the expense of having a variety of weapons.

Pyro-acid

This weapon is, more than anything else, the mainstay of the Tyrannid fleet, offering the equivalent of most other races' weapons batteries. The real value of pyro-acid to Tyrannids is its range, 30cm on most ships and 45cm on hive ships, granting the fleet the ability to compete with most other ships of the line. Tyrannids can also take prodigious amounts of pyro-acid in their fleets making

up for their lack of truly long range weapons batteries with volume at close range, something the Tyrannids excel at. Pyro-acid is also characterised by its ability to inflict an additional 'Fire' critical when inflicting a normal critical. This ability can seem subtle at first, but enemies will underestimate it at their peril, especially when Tyrannids target damaged ships where those few extra points of damage caused by a 'Fire' critical can mean its destruction.

Feeder Tentacles

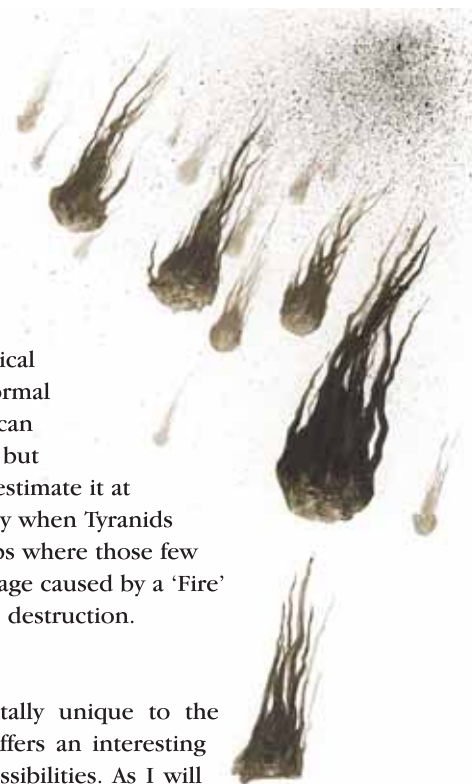
This weapon is totally unique to the Tyrannid fleet and offers an interesting range of tactical possibilities. As I will talk about later, often you will want to get in extremely close to your enemies with Tyrannids and feeder tentacles are a weapon that encourages this. Their ability of a vessel armed with feeder tentacles to deliver hit-and-run attacks as well as score damage by touching an enemy ship's base during its move is among the most reliable way to deliver damage, destroy escorts and knock out key systems on larger vessels. When used on fast and manoeuvrable vessels like vanguard drones, this weapon becomes a true terror to face.

Massive Claws

Another weapon exclusive to the Tyrannids is massive claws. Once again these weapons require the Tyrannids to get into base contact, making them tricky to use on the larger less manoeuvrable vessels like cruisers and hive ships. However they make the perfect compliment to boarding, where the extra damage caused by the claws reduces the enemy's boarding value as well as offering the chance the Tyrannid vessel with latch on, allowing it to continue consuming its enemy in successive turns. Kraken especially can be effective when armed with claws, where their speed allows them to chase down escorts and other small vessels, brushing past their prey and literally eating them!

Tyrannid Ordnance

One of the undoubted strengths of the Tyrannid fleet is its ordnance. The ability to send out clouds of fighters, assault boats and boarding torpedoes means that their enemies will often be struggling to cope. Tyrannids also have the ability to purchase ordnance before the game,





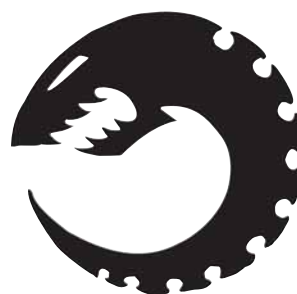
further boosting the numbers they can field. The only downside of Tyranid ordnance is its slow speed, however when you consider the relative speed of the Tyranid vessels as well as its endless supply then this becomes of less importance. The first two kinds of Tyranid ordnance, boarding torpedoes and assault boats are geared toward destroying escorts and crippling larger vessels with hit-and-run attacks. As such, the best time to use them is in close once they can make it to their targets in a turn or two. Tyranid ordnance that is forced to crawl across the board will inevitably be either avoided or destroyed. Something that is worth remembering is boarding torpedoes can be used to destroy both normal and other boarding torpedoes, useful when no fighters are handy.

The other kind of ordnance available to the hive fleets is fighters. These are very important if you're going to be facing any kind of enemy ordnance, which invariably you will. Early in the game is the best time to spawn fighters, using your hive ships to pump them out in swarms as you close the distance. As Tyranids are not limited with the amount of ordnance they may have at one time, as other races are, you can create a thick cloud of fighters to shield your ships. Slower than other kinds of fighters, Tyranid fighters are best suited to staying close to their own ships, either in contact, or close enough to form a wall against incoming torpedoes, bombers and assault boats.

Two of the things lacking for the Tyranids ordnance arsenal are normal torpedoes and bombers. The absence of these weapons is not really much of a disadvantage for the hive fleets. Bombers favour longer range engagements, something Tyranids are not ideally suited to. While normal torpedoes can become as much a hindrance for their own side as the enemy when battle lines become enmeshed.

Spores

While not technically a weapon, spores are worth a mention due to their ability to inflict damage. As both shields and turrets spores are a mixed blessing for Tyranids, offering the ability to defend against bombers and torpedoes in the same turn, but conversely becoming weaker when reduced by Blast markers. However their least used ability would have to be that of inflicting damage to unshielded ships in base contact. Of most use against the Eldar and Necron fleets, it allows a squadron of escorts to swarm around an unshielded cruiser or battleships dealing significant damage without rolling a single dice. Even against shielded vessels, smaller Tyranid vessels can use their spores to knock down the enemy's defences for their larger cousin's volleys or give them extra bonuses in boarding.



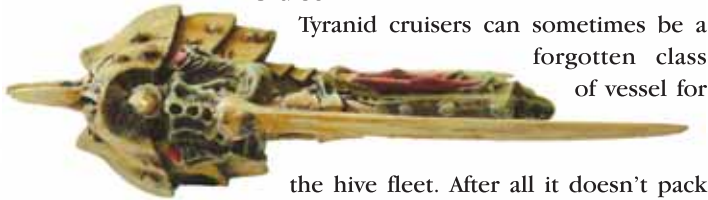
TYRANID VESSELS

Because of the Tyranids' ability to pick and choose their ships' weapons it is difficult to make a comprehensive list of all the possibilities and their uses. However, regardless of their weapons, Tyranid ships tend to suit particular roles in the fleet. There are also a number of common weapon combinations worth mentioning for each of the major vessels.

Hive ship

Without question hive ships will form the heart of any Tyranid fleet, offering the broadest range of weapons and bio-upgrades combined with their innate toughness and synapse node ability. Hive ships are also the only vessels in a Tyranid fleet capable of taking launch bays. As such I always make sure I take at least one or two on each hive ship. The other 'must' weapon I find for hive ships is pyro-acid, offering the longest ranged firepower available to the fleet at a respectable 45cm. Weapons such as feeder tentacles and massive claws are less useful on hive ships simply by virtue of their sluggish movement. I would also always advocate spending a little extra on hive ships by adding a bio-upgrade or two. However, be careful that you don't spend too much on any one of your hive ships, especially if by saving a few points you could include a second hive ship as, after all, two hive ships are better than one.

Cruiser



Tyranid cruisers can sometimes be a forgotten class of vessel for the hive fleet. After all it doesn't pack the firepower of a hive ship, nor is it as quick or inexpensive as an escort. However, like most Tyranids, its strength lies in its versatility, combined with its expendability. Unlike your important hive ships, Tyranid cruisers can be

happily hurled into the fray. Two of the specialised roles which I've found cruisers can excel at are as either a rammer and a boarder, armed with a set of massive claws, using All Ahead Full orders to hunt down enemy cruisers, or alternatively as a torpedo boat, armed with twin Strength 4 torpedoes laying down a curtain of ordnance. Cruisers are also useful for drawing fire away from your hive ships, as you enemies will often overestimate their effectiveness.

Vanguard drone

In my opinion escorts of all kinds are the lifeblood of any Tyranid fleet. The vanguard drone is very cheap for what it can offer and it's also among the fastest and most manoeuvrable of all the Tyranid vessels. If you arm your vanguard drones with pyro-acid you will probably be using them more for their ability to 'highlight' enemies (allowing the Tyranids to overcome their normal restrictions on targeting ordnance and any by the closest enemies), as the Strength 2 weapons battery is of limited use unless you take large squadrons, which is only really advisable in a vanguard fleet. In a regular hive fleet I would take vanguard drones in single ship squadrons, giving them the greatest possible freedom, and would arm them with feeder tentacles where they can do some serious damage flitting in and out of your enemy's ships. Feeder tentacles are also unaffected by special orders, giving the drones even more freedom to make sudden turns and frightening bursts of speed.



Escort drone

If you are taking hive ships, and if you are using the regular hive fleet then you are, you should think seriously about taking escort drones. Point for point there are few escorts that are better.

For the price of only moving 15cm, something that is of little importance if they are used alongside a hive ship, they can pack a terrifying amount of firepower. I usually include at least 6 for each hive ship, favouring pyro-acid (that's a combined firepower Strength of 24 from just 6 escorts!). Escort drones are also surprisingly manoeuvrable, retaining the ability to make a turn before moving like other escorts. This manoeuvrability means that the above mentioned 6 escorts can effectively use Come To A New Heading to turn 90 degrees and still fire at Strength 12, something that is useful against quick enemies that will try and out flank your slow and ponderous hive ships.



Kraken

These unusual vessels are another example of the strength of Tyranid escorts. Like vanguard drones, they are often best used on their own unless part of a vanguard fleet. Two of the tasks I have found kraken very effective at is either as escort hunters, armed with pyro-acid or massive claws, or as rammers and boarders. In the latter case a group of independent kraken can gang up on a cruiser, or even better a cruiser damaged by hit and run attacks, and simultaneously ram it, using their massive claws to do extra damage and then boarding in the End phase. Kraken make ideal rammers, with their 6+ Armour and constant Brace for Impact for protection.

BIO-UPGRADES

The Tyranid bio-upgrades offer a range of modifications to add to your ships. Most of these modifications are best suited to the hive ship, such as reinforced carapace and extra spore cysts for creating incredibly tough, 14 hit, 6 spore monsters, or solar vanes, adrenaline sacs and more discharge vents for increasing the speed and manoeuvrability of these behemoths. Tyranid cruisers can often benefit as well from some of these upgrades, especially an extra spore cyst or hit. Escorts I would probably never give upgrades, simply because in most cases the escort is worth as much as the upgrade itself. The only exception to this would probably be kraken, which benefit from any of the upgrades that increase their speed as well as the mucous membrane upgrade for protection against bombers. The drone link upgrade is worth a special mention as it offers a left shift on the Gunnery table for pyro-acid batteries, something that can be very significant when you consider the large amount of firepower hive ships can have at their disposal.

TYRANID TACTICS

Instinctive Behaviour and Synapse Control

The first thing that any new Tyranid player needs to tackle is how to deal with synapse control and instinctive behaviour. These two factors are what makes Tyranids unlike any other fleet in the Battlefleet Gothic game. The first thing I realised after playing a few games with a hive fleet is that instinctive behaviour is actually more of a benefit than it is a drawback. Once you understand how your ships will react if you either fail to control them with your hive ships, or choose not to, you will find that you can get them to go onto the special orders you want. Until you get quite close to your enemy, however, the odds are you will meet very few of the conditions on the

Instinctive Behaviour table, and often end up moving half speed straight ahead.

An easy solution to this for cruisers and hive ships is making sure they have either launch bays or torpedoes, this way they make sure





they fire off their payloads each turn and can happily be left to instinctively reload the following turn, leaving them free to move and shoot as normal.

When you get close to your enemy you will need to be much more aware of what you want your ships to do, though in most cases the ones you want to lock on will, while the ones you want to innate boarding will as well and you can save your Leadership test for those that aren't doing what you want them to. Taking Leadership upgrades for your hive ships as well as re-rolls and even Hive Mind imperatives offers some defence against instinctive behaviour, however, once you get the hang of making instinctive behaviour work in your favour, I would say these are points best spent elsewhere. The final thing I would suggest when dealing with instinctive behaviour is to choose the order of your Leadership tests wisely, as after all each might well be your last for that turn.

ENEMIES OF THE HIVE MIND

The adaptability of the Tyranid fleet allows you to tailor your force to face your enemies more easily than many of the other races. Here we will touch briefly on some things to bear in mind when fighting different fleets.

Imperials, Space Marines and Chaos:

By the standards of the Hive Mind these fleets are fairly similar and form what is pretty much the 'standard' type of fleet to face. The core

tactic of getting in close and using Tyranids close range nastiness to tear the enemy apart works equally well with each of these foes, though there are a few points worth mentioning. When facing Chaos fleets, if they try and use their superior speed to outflank your vessels don't be afraid to use All Ahead Full and Come To New Heading to chase them down as it is always better to sacrifice a few turns shooting to get into optimum range. While with Imperials, I would say be careful of massed torpedo waves. Always have a fighter or two handy as these can really do some damage, especially at short range. The only thing I'll say about Space Marines is don't underestimate their hit-and-run attacks or their bonuses in boarding, of all the fleets you might face these will give you the strongest opposition if you want to set foot on the ships.

Eldar and Dark Eldar: Once again these two fleets are pretty much the same from the Hive Mind's point of view and can be dealt with in the same fashion. Don't bother with bio-plasma, as you will seldom be in range to use it and when you do holo or shadow fields with most likely negate it. Assault boats and fighters can still be useful but don't put too much faith in them. The real bane of any Eldar is pyro-acid. A single hit or two with its special ability to inflict a fire critical (on a 4+ against Eldar) will put paid to most of their ships. As for closing, wait until you have their fleet between your ships and a near table edge and then All Ahead Full. They shouldn't be able to move completely out of range and even at half strength your pyro-acid will be able to do its work.

Orks: This fleet can be a tricky one to face by virtue of the fact that their effectiveness is so random. However, the basic tactic of closing, hammering with firepower and then boarding is still sound. I would only say as a word of caution, don't try and board a space hulk unless it is almost destroyed, as even Tyranids will find this a losing battle!



Necrons: There are two simple tactics I have found to work against this ancient race, the first is to target a single vessel or squadron at a time, pouring on fire until it is crippled or destroyed. Necron players tend to get a bit nervous as soon as they lose a ship or two, no doubt thinking about all the Victory Points you have just scored on them. The second tactic is to shower them with assault boats, as without ordnance of their own they must rely solely on their turrets to protect them. This is another thing that seems to make Necron players nervous and they

will often waste valuable firepower shooting down your assault boats and boarding torpedoes.

Tau: When facing the Tau you will find a fleet that can match Tyranids, pound for pound, with ordnance. Tau bombers especially can be a significant threat, especially in the large numbers they are produced. However the one advantage Tyranids have over Tau is they can start the game with ordnance already in play by purchasing from the fleet list. This is often a good idea as it can be all the



edge you need to win an ordnance race (especially if you start with 20 fighters already protecting you from those pesky manta bombers!). Once you close with Tau you will also be pleasantly surprised to discover they halve their boarding value making it even easier for you to consume these little blue-skinned aliens.

Tyranids: Well all I can say about this is it is very, very messy, especially considering spores don't stop Tyranid ordnance.



TYRANID TACTICS

If you are using the scenario modifications for Tyranids presented in Armada you shouldn't run into any significant problems as, with the changes, these all work pretty well. The one scenario that you will find Tyranids excel at of course is planetary assault. Next to Space Marines this scenario more than any other showcases their abilities.

SUMMONING THE SWARM

When building your fleet there are a number of things worth noting, depending whether you are making either a vanguard fleet or a regular hive fleet. If you're making a vanguard fleet you are restricted to only a handful of weapons, two types of escort and no fighters or assault boats what so ever. As a result you will need to make sure you have a lot of escorts. As such I would say steer completely clear of bio-upgrades, and limit the more expensive weapon options such as torpedoes and pyro-acid batteries on your kraken.

If you're building a hive fleet the first thing you will need is of course, hive ships. When constructing hive ships I generally try and avoid going over board. After all, making



your hive ship Leadership 9, adding a re-roll, four extra hits and an extra spore is worth 120 points, for which you could have 6 escort drones armed with Strength 4 pyro-acid each, which I feel is sounder protection. Extra vessels also always add extra options for you during your game, something that can literally make the difference between victory and defeat. After hive ships I always fill up on escorts, making sure each of my hive ships has an escort screen and then adding the odd kraken or vanguard drone for good measure. Finally I include a cruiser or two, though seldom more than the number of hive ships I have.



Well I hope that some of the information presented here will give Tyranid players a few ideas they can use in their games, or if you've never played with the hive fleet before perhaps the incentive to give it a go. The final thing I will say is: The best way to master any fleet is to play with it a lot! Once you know what your own ships are capable of and what to expect from them once they engage the enemy, the rest is not all that hard.

Author

Owen works for Black Library writing for the Battle Games in Middle-Earth part work. He has been a long time player of Battlefleet Gothic and is an avid Tyranid player in all of the Warhammer 40,000 game systems.

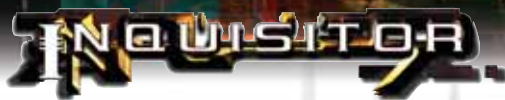


Further Information

Interested about Battlefleet Gothic? More can be found in Battlefleet Gothic: Armada, whilst the full range of BFG is available from Games Workshop.

Website

www.BattlefleetGothic.com



ENVIRONMENTAL CONDITIONS

by Stephen Pearson

Following on from my article about scenario generation, I would like to discuss and expand upon one of the more underused aspects of the Inquisitor system, awareness modifiers. I have noticed most scenarios of Inquisitor take place in temperate, well-lit environments and I hope the following ideas will serve to bring a more realistic dimension to your scenarios.

The source of my inspiration for this article comes from two quarters, a small mention given to the effects of terrain and weather in the Rulebook (pages 30 & 53) and the Treacherous Conditions table for Necromunda.

Awareness modifiers

The purposes of awareness modifiers are, like terrain pieces, to give the location an atmosphere. Think about the time of day, weather and environmental conditions you would expect to find in the area where the scenario is set.

Having one to three awareness modifiers to represent this can really set the atmosphere. It is wise to use the modifiers sparingly otherwise they will be forgotten in the heat of the game or slow the game down to a snail's pace. Limiting their area of effect and duration are two ways of doing that.

Instead of affecting the entire battlefield these environmental conditions could easily be terrain specific.

No longer will that old dilapidated building be just another building, now it could be infested with spiders or termites, or covered with vines. With minimal alteration the awareness modifiers listed below can represent almost any environment you care to imagine.

I have arranged the environmental conditions in a series of tables to make them easier to use. If you would like to randomly generate an environmental condition roll a D6 and consult the table below to decide which environmental table to roll on.

D6	Result
1	Stormy Conditions
2	Lighting
3	Fog
4	Winds
5	Surface Effects
6	Flora and Fauna



Stormy Conditions

D6 Result

- 1 **Acid Rain:** The rain is made up of a mixture of acidic pollutants and will burn any exposed skin. Any character that has exposed skin adds D3 to their injury total for every round spent in the rain. Also characters that suffer damage as a result of the rain must pass a Nerve test or run for cover. They will not venture out into the rain again until they have recovered their nerve.
- 2 **Lightning:** A fierce electrical storm is brewing and threatens to strike any time. Roll a D10 at the start of every round. If the roll is 8+ then lightning strikes the board. To work out the point at which the lightning strikes, choose a corner of the board to measure from and roll two D100s. The first tells you the percentage across the board and the second the percentage up the board.

Any character within 2 yards of this point suffers a hit equivalent to both a frag and a haywire grenade. (If play is taking place at night then anyone looking at the point of the lightning strike is affected as if a photon flash flare has just gone off).

The effects of the haywire grenade lasts D3 rounds. In addition the thunderclap produced will reduce all hearing ranges to a tenth of what they are usually for the duration of this round.
- 3 **Snow Storm:** A blizzard is sweeping across the region reducing visibility to almost nothing. Vision range is down to only 1/10th of a character's Initiative and the snow is slowly accumulating. Every round the depth of the snow increases by 1/4 of a yard. (See snow in the Surface Effects table for the result of this).
- 4 **Sleet:** Somewhere between rain and snow, this soggy ice is demoralising rather than dangerous. As well as doubling range modifiers, sleet means if characters sustain more than 15 points of damage in a round they must pass a Leadership test or get demoralised and wander off. They will return to the fight if they are attacked or another character can convince them to stay (by talking to them and passing a Leadership test).
- 5 **Light Rain:** Light rain is falling across the area making it harder to see. All range modifiers are doubled.
- 6 **Heavy Rain:** Rain clouds have set in and it is raining heavily. All range modifiers are tripled and all hearing ranges are reduced by a quarter.



Lighting

Characters who have appropriate equipment (such as infra-red auspices, etc) can double the reduced vision ranges due to the poor light.

D6 Result

- 1 **Very Gloomy:** Visibility is down to only 10xD3 yards (roll at the start of the game).
- 2 **High Noon:** The sun is shining brightly from one random table edge. Characters facing that edge suffer an extra -10% to shooting and vision based tests.
- 3 **Starless night:** Low cloud is blocking out the light from the celestial bodies reducing vision ranges to 1/10th of a character's Initiative.
- 4 **Moonlit:** It is a clear night and the area is illuminated by the moon and stars. Vision ranges are reduced to a quarter of a character's Initiative.
- 5 **Dusk:** The sun has nearly set and visibility is down to only 50 yards. Vision range is reduced by 5 yards per round, down to a minimum of 10 yards.
- 6 **Dawn:** The sun is just below the horizon and will appear any minute. Currently visibility is only 10 yards but will increase by 5 yards per round.

Fog

Characters who have appropriate equipment (such as infra-red auspices, etc) can ignore any limitations placed on vision by the fog.

D6 Result

- 1 **Toxic Fog:** The fog consists of a nasty mixture of gases. At the start of every turn a character spends in the fog they must pass a Toughness test or be affected by Hallucinogen (see Rulebook page 89).
- 2 **Thick Fog:** The vision range is reduced to only 10xD3 yards (roll at the start of the game) and the dense fog muffles sounds, halving all hearing ranges.

In addition skills such as Deadeye Shot and Rocksteady Aim cannot be used.
- 3 **Morning Mist:** The area is shrouded in mist, which is cold, damp and hangs in the air. When a character walks through the mist he disturbs it, leaving a swirling trail. The path a character takes will remain visible until their next turn.
- 4 **Drifting Fog:** Thick banks of fog are drifting across the board occasionally obscuring characters from view. At the end of each character's turn roll a D6, and on a 4+ they are hidden from the other characters on the board by the fog.

It is hard to hold a bead on the target so skills such as Deadeye Shot and Rocksteady Aim cannot be used.
- 5 **Methane Gas:** There are pockets of methane gas that have accumulated among the buildings. Any character that shoots from cover and their To Hit roll ends in 5 sets off a pocket of gas (ie, 35). Treat the explosion as a frag grenade centred on the firing model.
- 6 **Choking Gas:** The fog consists of a choking mixture of gases. At the start of every turn spent in the fog, characters must pass a Toughness test or stumble D3 yards in a random direction and lose any actions for that turn.

Winds

The strong winds prevent skills such as Deadeye Shot and Rocksteady Aim being used.

D6 Result

- 1 **Twister!** A powerful vortex of wind 4 yards in diameter moves randomly round the board (at the end of each round roll 2D6 and a Scatter dice to determine the number of yards and direction it travels). Any character caught in the vortex is flung 2D6 yards in a random direction and will take damage from falling or impacts as normal.
- 2 **Blustery Conditions:** The wind is gusting in all directions making shooting difficult. As a result the penalties for range are doubled.
- 3 **Blown Away:** Gale force winds are sweeping through the area making it hard to stay on your feet. At the end of each round anyone above ground level must pass a Strength test or be knocked prone. Those characters that fall prone within a yard of the edge will fall off if they fail an Initiative test and will suffer damage from falling as usual.
- 4 **Howling Winds:** The windy conditions make it much more difficult to make an accurate shot. There is an extra -1% to hit per yard to the target.
- 5 **Icy Blast:** A cold arctic wind is blowing through the area and the wind chill is reducing the temperature considerably. Those characters that are unused to the cold or are not wrapped up warmly will be 'chilled to the bone'. The characters affected (GM's discretion) must pass a toughness test in each Recovery phase or add D6 to their injury total, as the cold lowers their body temperature.
- 6 **Headwind:** The wind is blowing very strongly in one direction. Randomly determine which way it is blowing. All characters moving against the direction of the wind suffer -1 to all movement rates (except crawling) and those moving with the wind gain +1 to all movement rates (except crawling).



Surface Effects

Remember sprinting across or through difficult terrain is a risky action.

06 Result

- 1 **Snow:** A layer of fresh snow has formed drifts across the battlefield, hindering movement. The distance characters are able to move depends on how deep the snow is.

Over half a yard deep: Maximum movement is down to 6 yards per action. Running is a risky action and if failed the character will fall prone.

Over 1 yard deep: Maximum movement is down to only 4 yards per action. In addition any damage from falling is halved.

Over 1.5 yards deep: Maximum movement is down to only 2 yards per action. In addition characters halve damage from falling onto the snow and for the purposes of knockback.

Snow is, however, very cold, and prolonged exposure can cause frostbite, hypothermia and even death. For every round a character spends in the snow without the correct protection (GM's discretion) they must pass a Toughness test in the Recovery phase (-10% for every round spent in the snow) or add 2D6 to their injury total.

- 2 **Ice:** A heavy frost has covered the area in ice making movement treacherous. Any movement faster than a crawl is a risky action.

If they mess up the character will fall prone and skid a number of yards equal to half the movement rate they were just using (ie, if they were walking, they will skid 2 yards). Damage is doubled for the purposes of knock back.

- 3 **Tropical Jungle:** The dense tropical foliage hinders the ability to spot and track both friend and foe. All vision-based tests are at an extra -10%, range modifiers are doubled and hearing ranges are halved.

- 4 **Sewers Blocked:** Fetid water is rising from the drains, and starting to flood the area. It is rising at the rate of 1/2 yard per round (The GM should secretly roll a D10 to see how high it will go!).

Obviously the water will start off as a nuisance and gradually cause more and more problems (See rulebook page 31, for the effects of different depths of water).

- 5 **Flash Flood:** With a deafening roar, water sweeps through the area catching those on the ground floor in a powerful surge. All those characters that are on the ground level must pass a Strength test or be washed D10 yards in the direction of flow, taking damage as if they had fallen if they strike anything (Rulebook pg 180).

- 6 **Gravel:** The area is covered in loose gravel resulting in any movement faster than a sneak producing a loud crunching sound. This means that movement can be heard an extra 50% away. Damage is doubled for the purposes of knock back as it is easy to slip on the loose gravel.



Flora and Fauna

Most of the conditions in this table have limited areas of effect, which should be decided upon before starting the game.

D6 Result

- 1 **Fungi:** Fungi of various kinds are growing throughout the area. The species of fungi should be decided upon before commencing the game. Alternatively randomly choose a toxin from the rulebook (pg89).

If any fungi is disturbed or anyone passes with one yard of a patch, roll a D10 to see if it is ripe. On a score of 7+ the fungi is ripe and has just burst.

Treat it as a gas grenade of the chosen type going off, centred on where the fungus was disturbed.

Fungus can take 10 points of damage before being destroyed.

- 2 **Vines:** Many ancient buildings are covered in vast growths of vines making the original structure indistinguishable under the dense growth. For any building covered in vines all vertical surfaces can be climbed as if a ladder was there. A vine will take 10 points of damage before being destroyed.

- 3 **Rubber Moss:** Rubber moss carpets large areas and although not dangerous in itself, its growth is thick, incredibly bouncy and highly unstable.

Any character may crawl across rubber moss with no penalty. If they try to walk there is a 40% chance they will start bouncing (running 60%, sprinting 80%). If they do start bouncing they will bounce D3 yards in a random direction. If they land on more rubber moss they will bounce another D3 yards in a random direction and continue to do so until they land on solid ground.

If a character falls onto rubber moss they take no damage from falling instead they are bounced 2D6 yards in a random direction. If they land on more rubber moss they are bounced a further 2D6 yards in a random direction until they land on solid ground where they take damage to a random location equal to the last distance they travelled and fall prone.

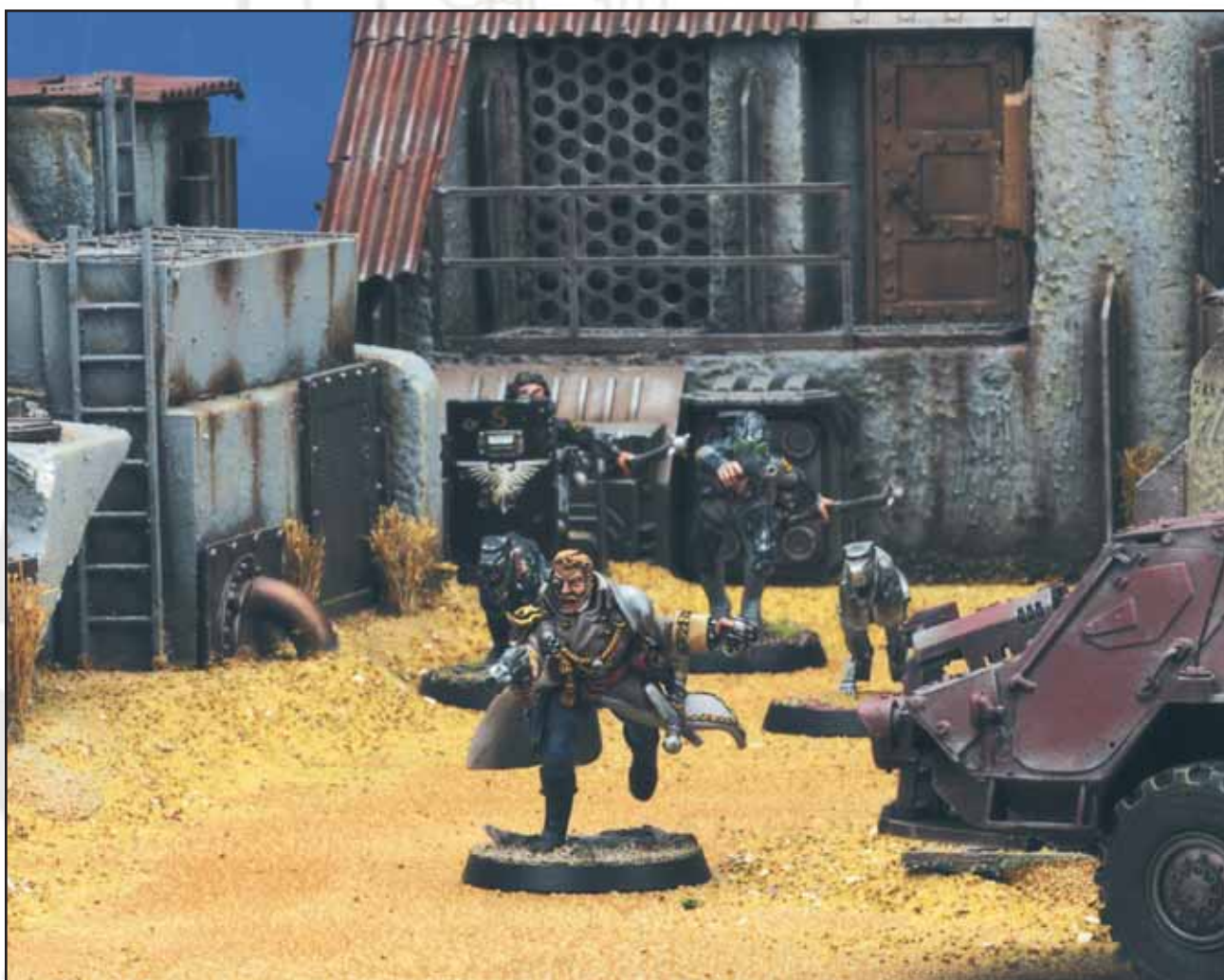
A patch of rubber moss can take 10 points of damage before being destroyed.

- 4 **Rats:** Rats are running all over, making a nuisance of themselves. All hits in combat are at an extra -10% to hit and skills such as Deadeye Shot and Rocksteady Aim cannot be used.

- 5 **Spiders:** Spiders have covered the area in thick cobwebs that hang from every surface. They hinder movement and are a real nuisance. In areas covered with cobwebs sprinting is a risky action and if failed the character must spend their next two actions disentangling themselves and regaining their bearings (pause for breath).

- 6 **Termites:** The whole area has been ravaged by termites, leaving it very unstable. At the end of every round roll a D10 for each model on an upper storey. On score of 8+ the floor gives way beneath them and they fall to the level below, taking damage for falling as normal.





Creating an Environment

By combining a few of the above suggestions you can create some real atmosphere. Try to ensure they aren't contradictory and don't involve a lot of dice rolling in one go. Here are a few suggestions for you...

Tropical Storm: Wind, heavy rain, thunder and lightning. A storm is brewing, and that's just the weather. (Stormy Conditions 2 & 5, Winds 6)

Arctic Outlook: Drifting snow and icy winds. How will you cope in the arctic wastes? (Stormy Conditions 3, Winds 5, Surface Effects 1)

Sewer: It's pitch black with pockets of methane and hordes of rats. This stinks! (Lighting 1, Fog 5, Flora and Fauna 4)

Desert: Dust devils, blinding sun beating down and miles of sand. Is that an oasis in the distance? (Winds 1 & 5, Lighting 2, (The effect of heat is very similar to that of cold!))

A Brave New World: As the sun rises on this alien world, will you survive the harsh landscape that is being revealed to you? (Lighting 6, Surface Effects 6, Flora and Fauna 3)

The environmental conditions listed here are far from comprehensive (my original set of tables had 100 entries!). I hope they will inspire you to come up with your own ideas to add variety to your scenarios.

Whatever you decide, remember that the sun doesn't always shine on the battlefield...

Author

Stephen Pearson is well known in Inquisitor circles. Not only is he on the rules committee but he is also the webmaster of the Pangolin Saloon, an excellent website full of content for Inquisitor players.



Further Information

The Inquisitor Living Rulebook is now available to download for free at the Exterminatus website.

Website

www.Exterminatus.com & www.nexusbive.co.uk